NES-CM-FRA

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BIONIC COMMANDO™

INSTRUCTION MANUAL

CAPCOM®

Ⓣ

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

BIONIC COMMANDO STORY

I'll talk about a person which I've met when I was young.

In 198X we've found Nazz's top secret material called Abatros, a plan which never was put to practice.

Imperial forces Generalissimo Killt had never seen this plan, and decided to materialize this plan.

The federation decided to stop his attempt by sending our hero Super Joe, but lost contact with him.

Our brave man (you the player) was sent to the empire with a special mission to rescue Super Joe, this story begins from here...

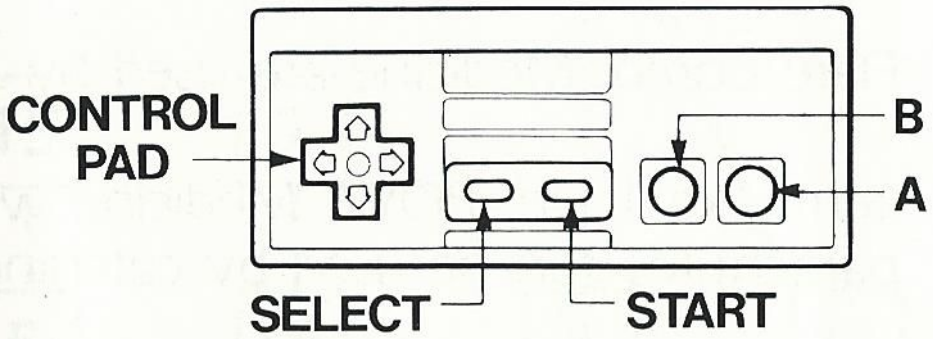
HOW TO PLAY

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

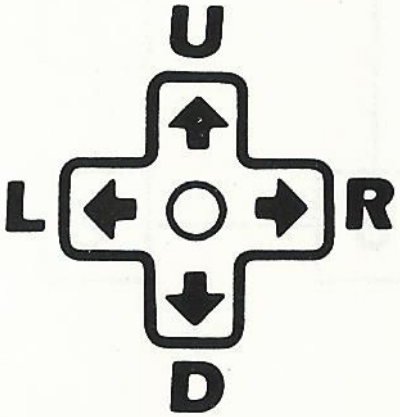
Controller #1 — Moves Player 1.

Button A: Shoots Guns.

Button B: To extend Bionic Arm.



Control Pad:
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and player moves that direction.

◄ Player moves left.

► Player moves right.

▲ Player moves upward.

▼ Player moves down.

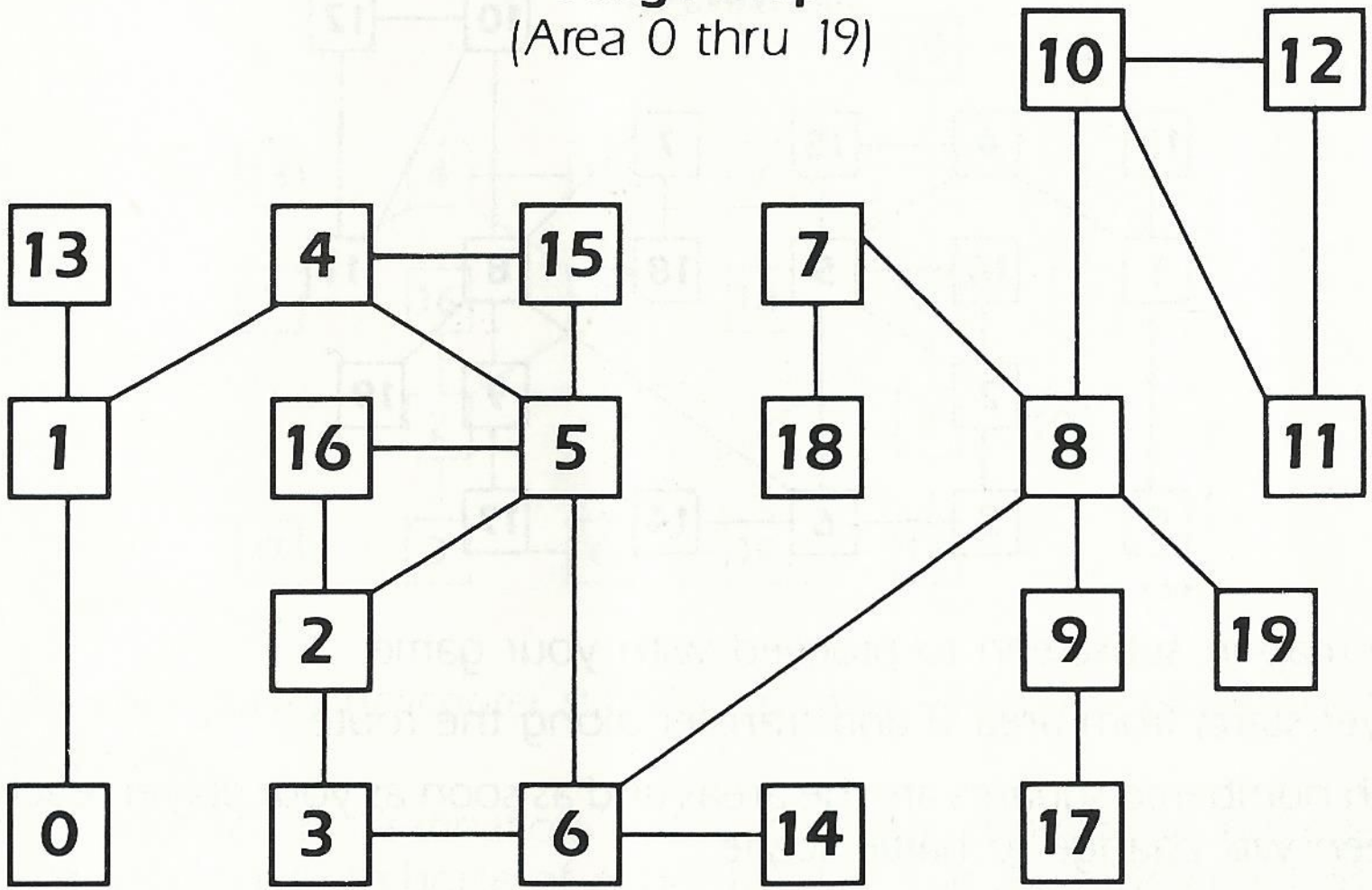
HOW TO PLAY

1. Normal Gun, Wide Gun, Rocket Gun, 3-Way Gun, Machine Gun, Hyper Bazooka are used by Button B.

2. Flare Bomb, Medicine are used by Start Button.

3. Items like 1 Up, POW, Medicine which come down on parachutes can be used by catching them.

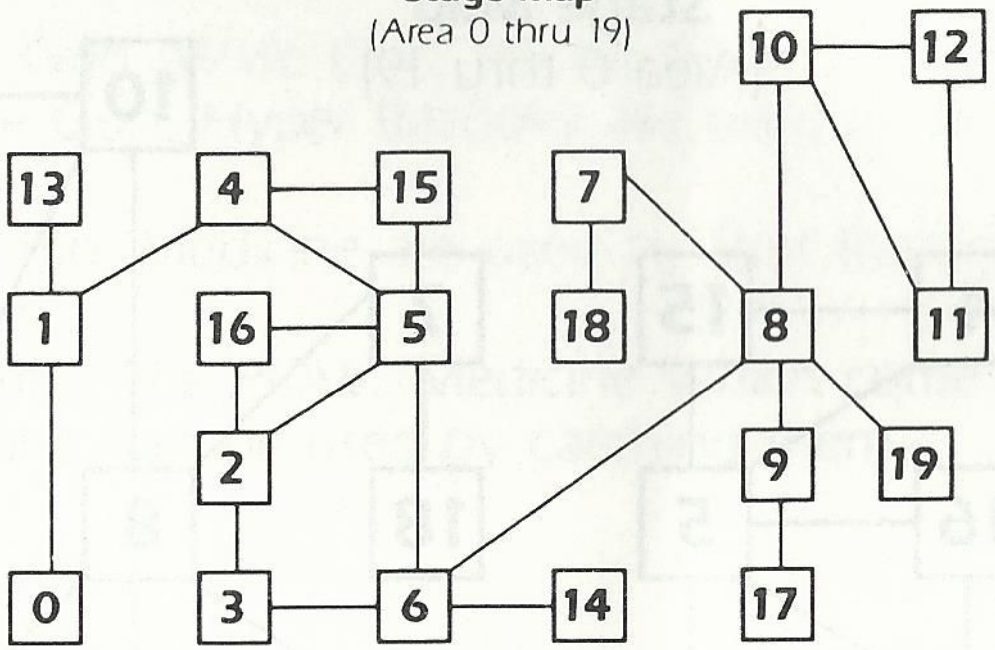
Stage Map
(Area 0 thru 19)



Area.

HOW TO PLAY

Stage Map
(Area 0 thru 19)



Area

Use map in subscreen to proceed with your game.

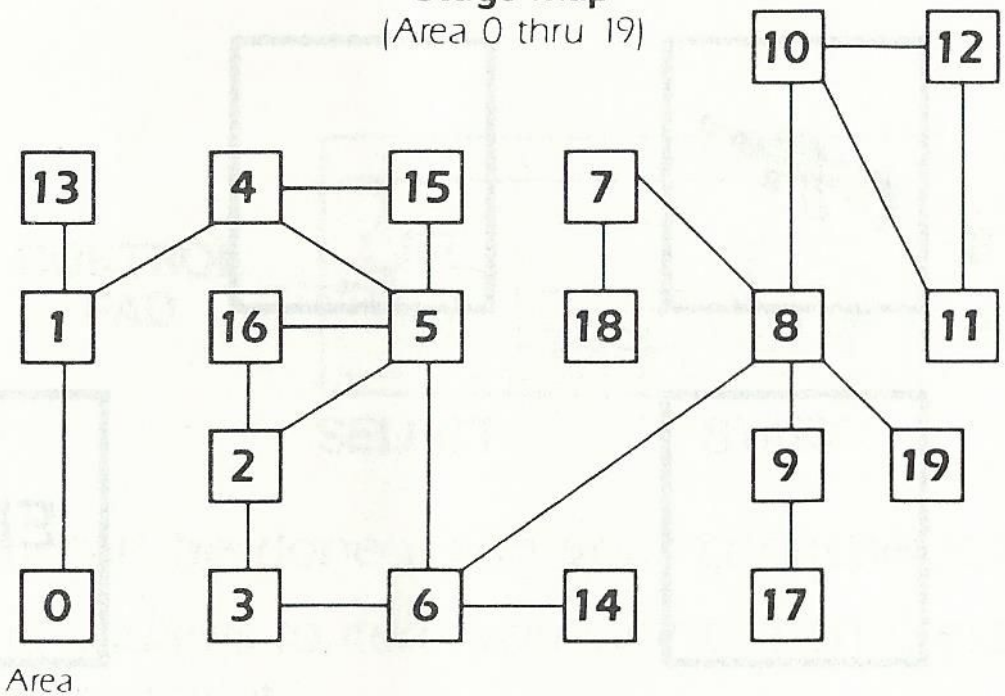
Player starts from area 0 and transfer along the route.

Each numbered squares are the areas and as soon as your player reaches, screen will change to battle scene.

Helicopter will transfer your player to the destination area.

HOW TO PLAY

Stage Map
(Area 0 thru 19)

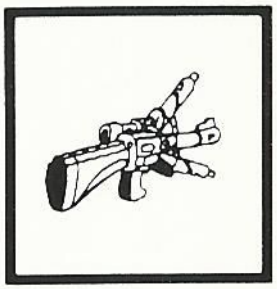


When your player helicopter starts to transfer, enemy vehicles will start to move also.

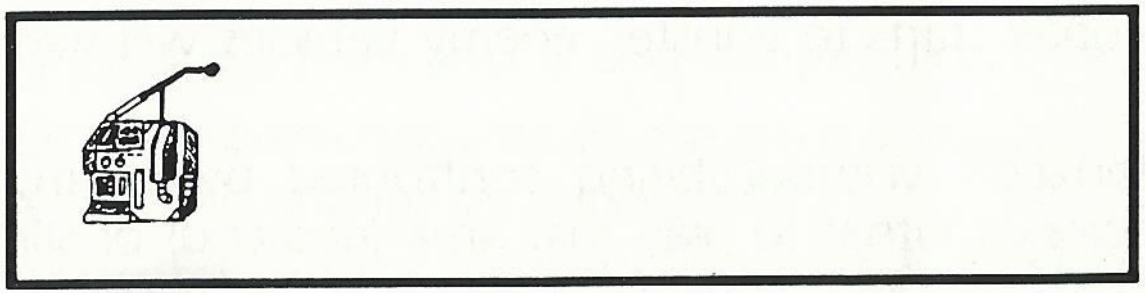
When you reach destination without being confronted by enemy vehicle, you have a choice of either to play that area (descend) or still transfer to other area.

WEAPON SELECTION

MENU

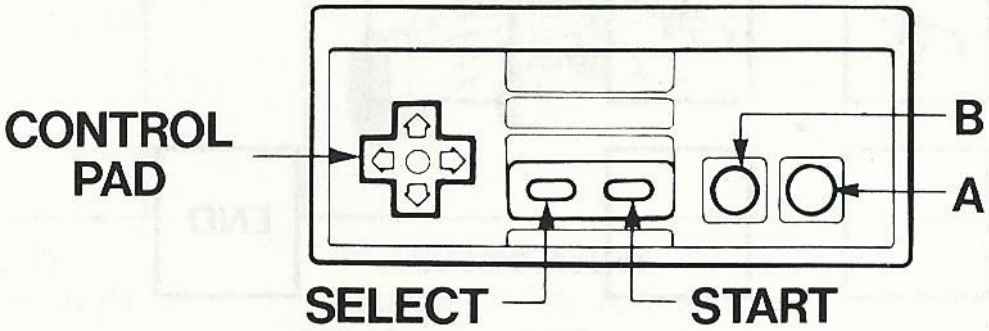


END



HOW TO PLAY

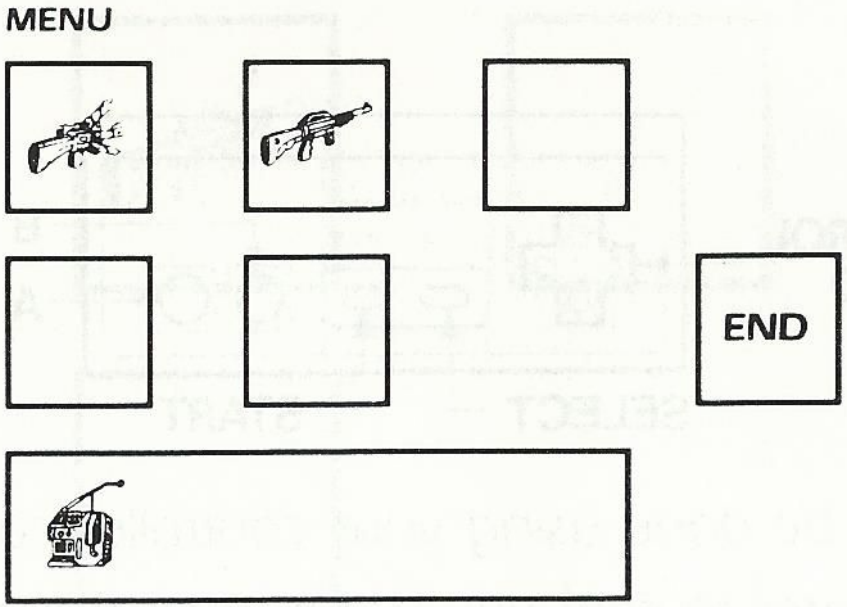
WEAPON SELECTION



Item selection can be done using your controller cursor.

Move flashing squares to item you want, then press "A" twice to start, you can cancel it.

HOW TO PLAY

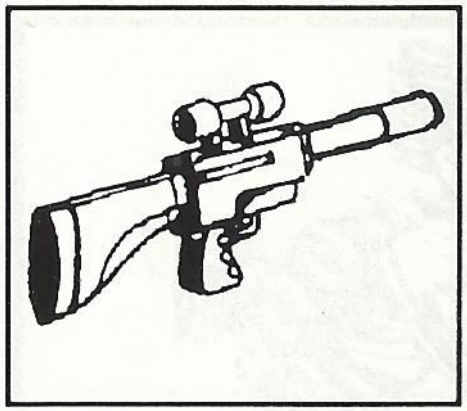


When player decides to "descend", weapons selection scene will appear.

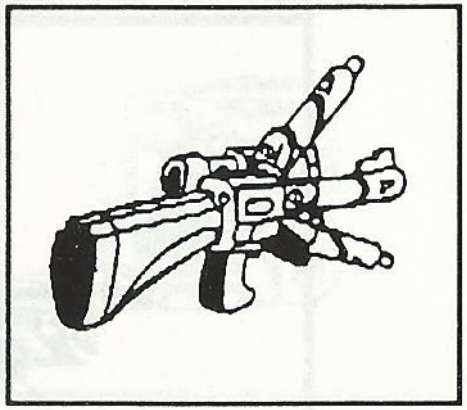
You may take weapon, protector, special weapon, and communicators and you may select one each.

You can obtain more items while you play and stock them as you go and you'll have more to choose from.

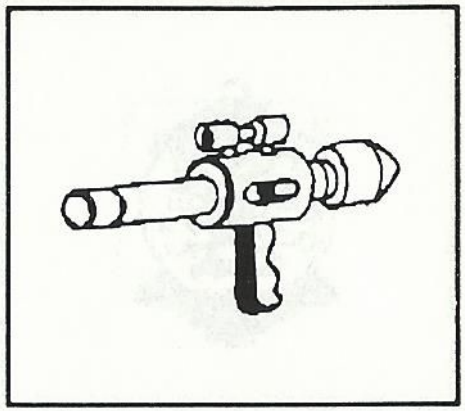
EARNED WEAPONS



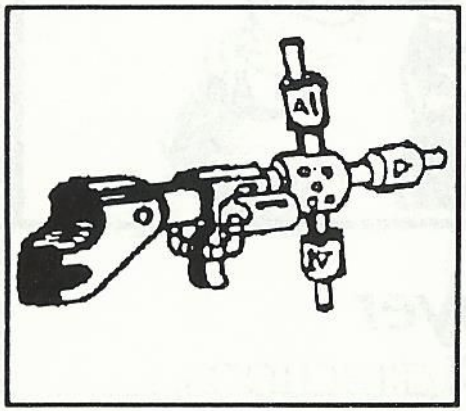
Normal Gun
You have it to start with



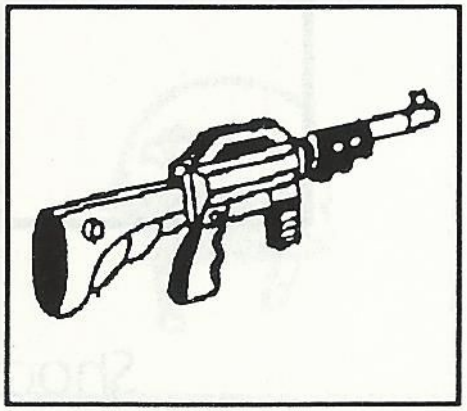
Wide Gun
You can shoot at wide range but reach is shoot



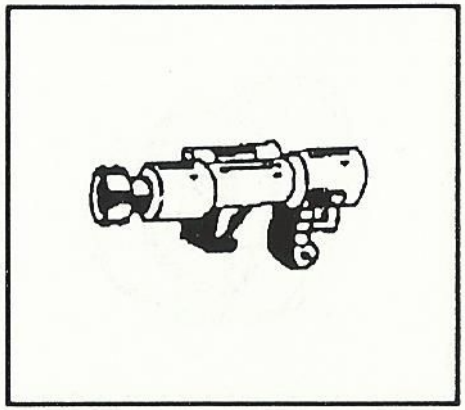
Rocket Gun
It penetrates and destroys, enemies, you can shoot continuously



3-Way Gun
You can shoot in 3 ways
It can break the shield

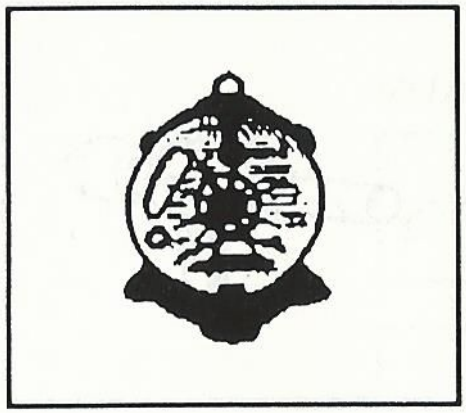


Joe's Machinegun
Range — 22.5°



Hyper Bazooka
Federal Army's new weapon. It can go through the cockpit of choppers

EARNED WEAPONS



Flare Bomb
Use in the cave,
use with start button

Player
Shoot in 8 directions,
wave wires

BONUS CHARACTERS

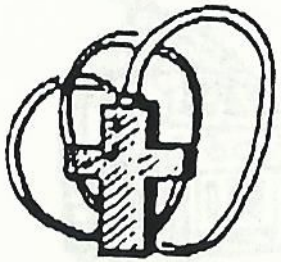
Medicine
Recovers player's energy up to max.
Use with start button

Iron Boots
Kick and kill enemies

Permit
Needed to enter certain neutral areas

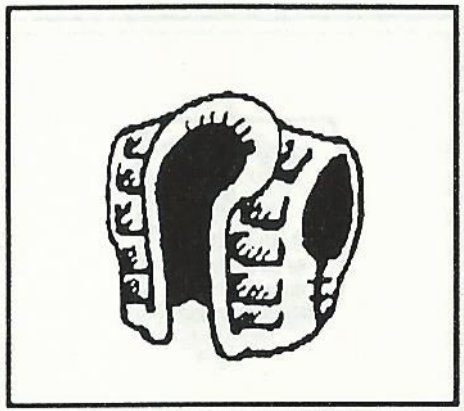
Magazine System
You can combine with Normal Gun and make it a Magazine Gun

Helmet
Will protect you from enemies' bullets 3 times

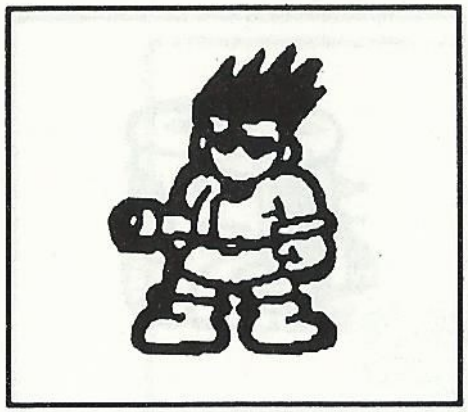


Charm
Repulse one bullet

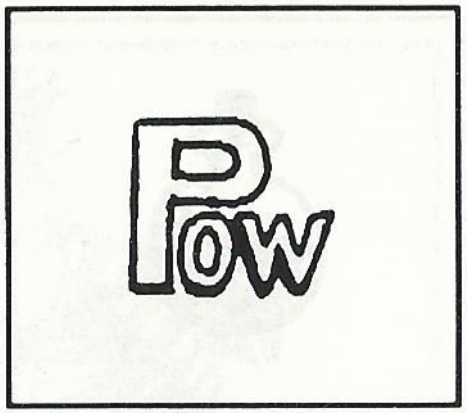
BONUS CHARACTERS



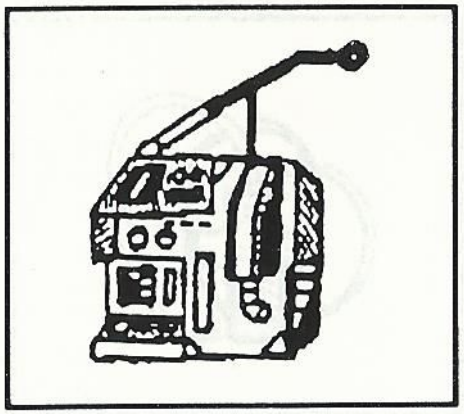
Bulletproof Vest
Repulse one out of two bullets



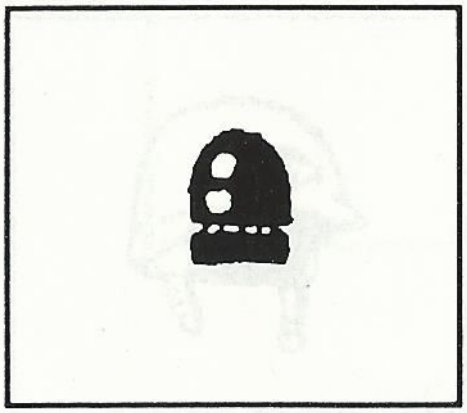
1 Up
Add one player



POW
Energy ball will appear and go around the player to protect him for 7 sec.

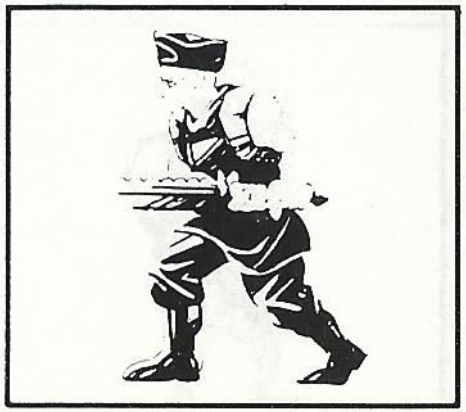


Communicator
There are α, β, δ, s Communicators, You can communicate with compatible ones

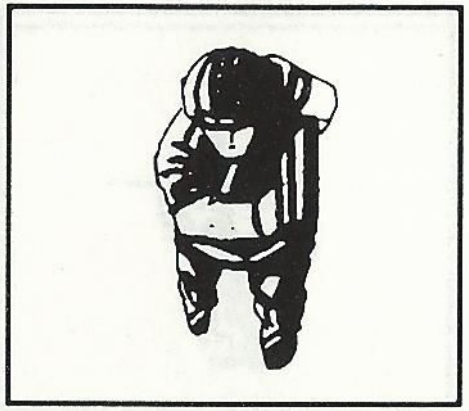


Bullet
Appears when you defeat enemies

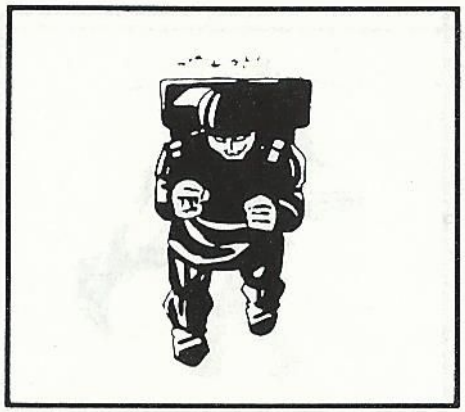
ENEMY CHARACTERS



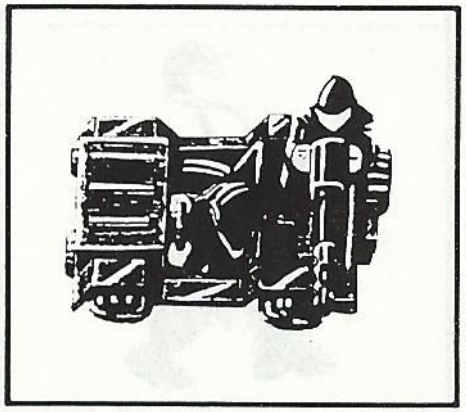
Knife Wielding Soldier



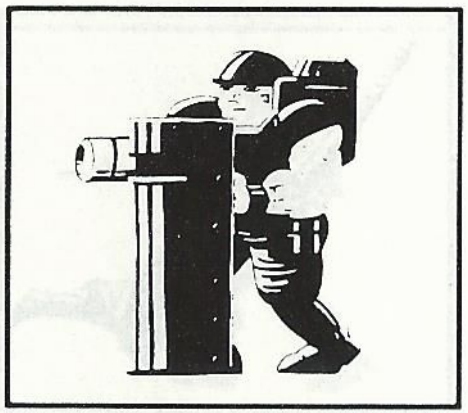
Soldiers
Run towards the Player and shoot



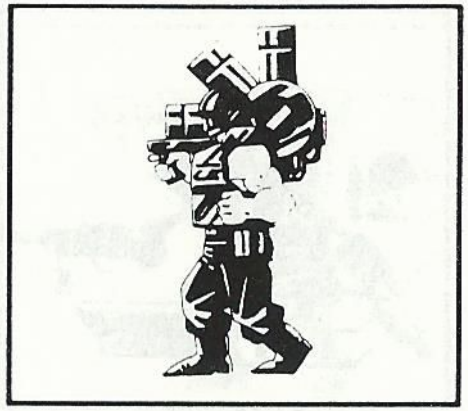
Suicide Bomber
Throw bombs at Player from a certain distance



Jeep
Move sideways and shoots downwards

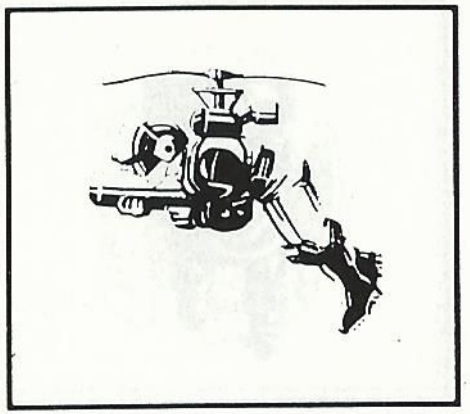


Bearded Soldier

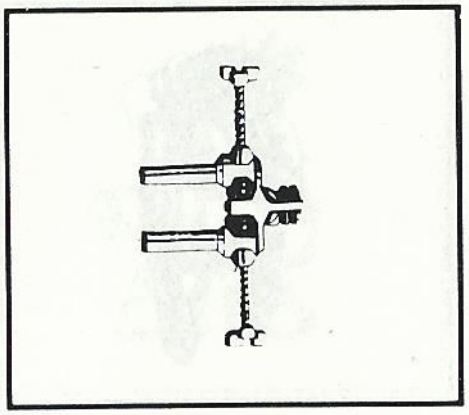


Giant Soldier (Boss)

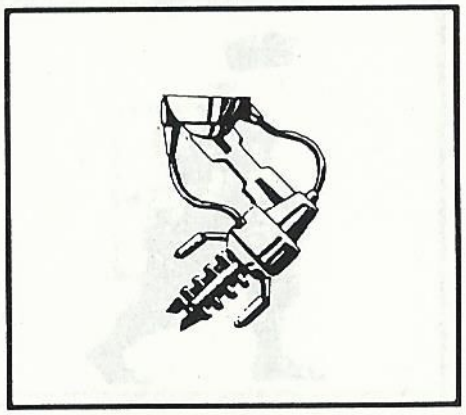
ENEMY CHARACTERS



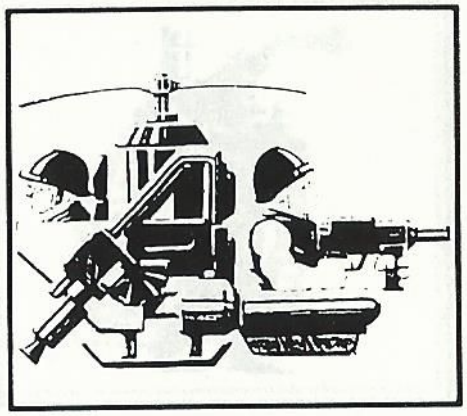
Barrier Soldier



Double Deck Cannon

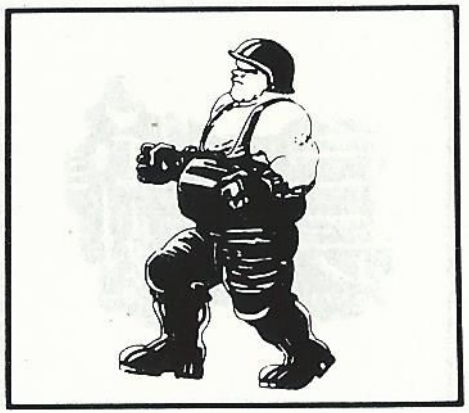


Laser Cannon



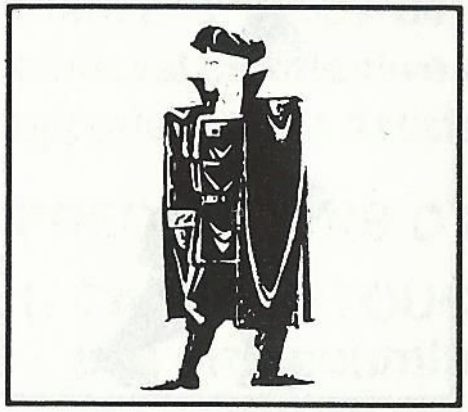
Helicopter

Wired Gunner (Boss)

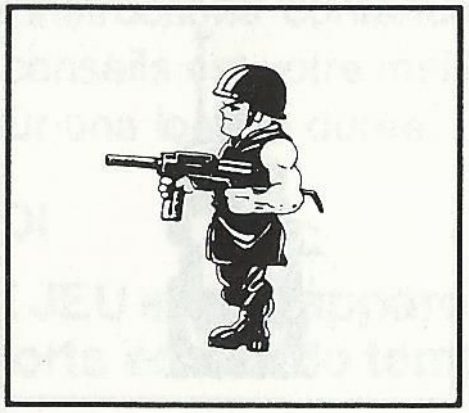


Construction Soldier

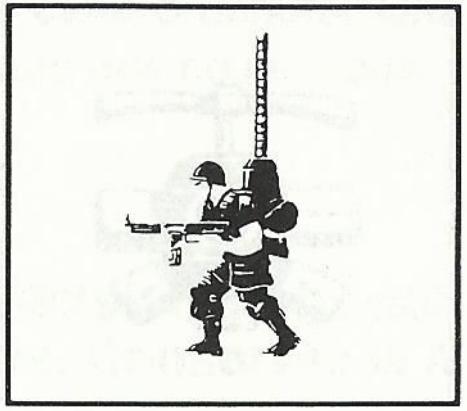
ENEMY CHARACTERS



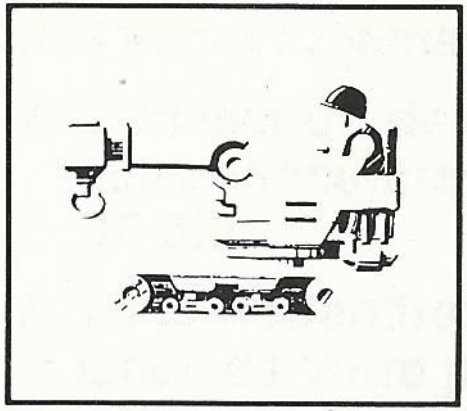
Generalissimo



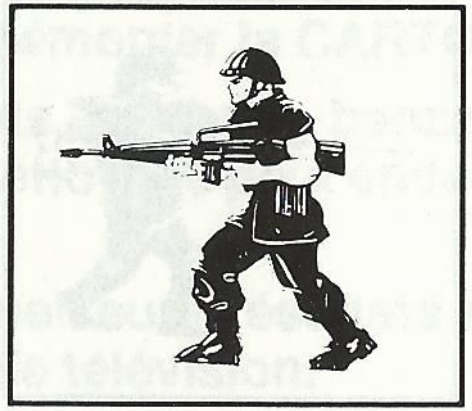
Dwarf



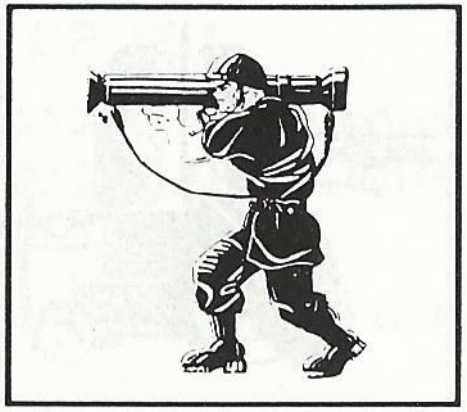
Wired Soldier



Crane Caterpillar

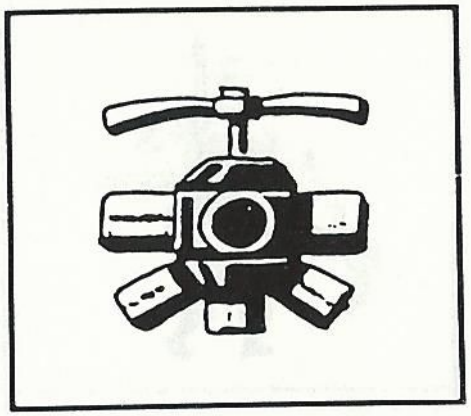


Normal Soldier

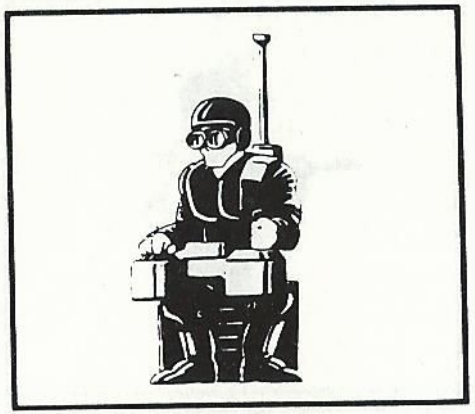


Bazooka

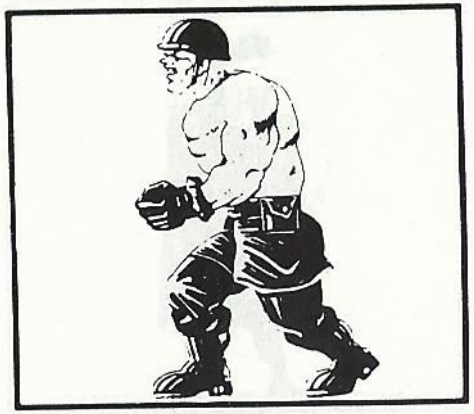
ENEMY CHARACTERS



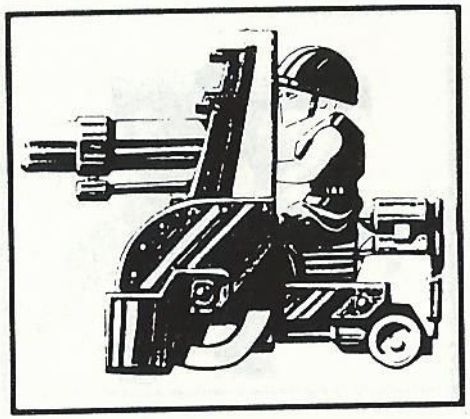
Pod



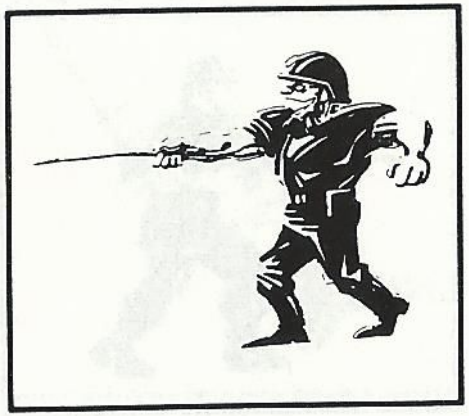
Remote Control Soldier



Heavy Object Throwing Soldier



Cannon Mobile



Commander

PRECAUTIONS D'EMPLOI

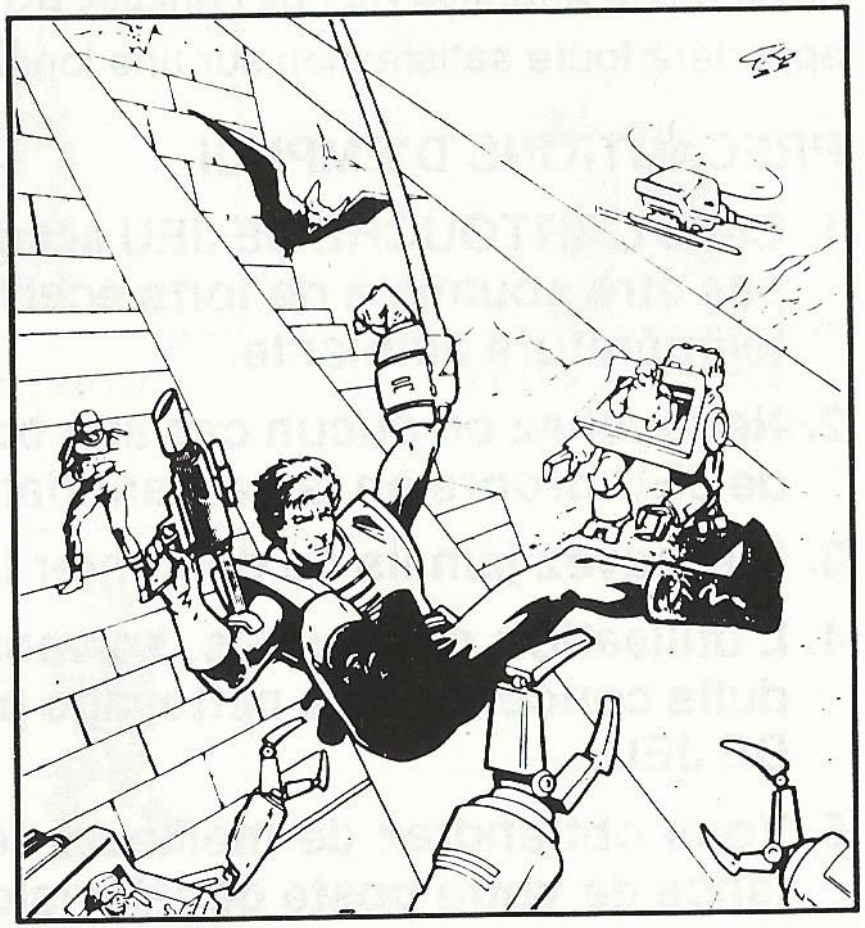
Prenez le temps de lire les instructions contenues dans cette brochure. Une observation attentive de ces conseils est votre meilleur garant que ce jeu vous apportera toute satisfaction sur une longue durée.

PRECAUTIONS D'EMPLOI

1. **Cette CARTOUCHE DE JEU est un appareil de précision qui ne doit pas être soumis à de forts écarts de température. Conservez-la à température ambiante.**
2. **Ne touchez en aucun cas aux bornes. Conservez la CARTOUCHE de JEU propre en la gardant dans son étui de protection.**
3. **N'essayez jamais de démonter la CARTOUCHE DE JEU.**
4. **L'utilisation de diluants, solvants, benzène, alcool et autres produits concentrés de nettoyage peut endommager la CARTOUCHE DE JEU.**
5. **Vous obtiendrez de meilleurs résultats en jouant à quelque distance de votre poste de télévision.**
6. **Après 2 heures ou plus de jeu ininterrompu, observez une pause de 10 à 20 minutes. Cela prolongera la durée de vie de votre CARTOUCHE DE JEU.**

LE SCENARIO DE BIONIC COMMANDO

Je vais vous parler d'une personne que j'ai rencontrée dans ma jeunesse.
En 198X nous avions découvert les documents top secret du plan Albatros, opération qui n'avait jamais vu le jour.
Killt, le généralissime des armées impériales, dès qu'il en eut connaissance, décida de la réaliser.
La Fédération confia à notre héros, Super Joe, la mission de faire échouer cette tentative. Hélas, elle perdit tout contact avec lui.
Notre homme courageux (vous, le joueur) a été envoyé dans l'Empire avec la mission spéciale de sauver Super Joe.
C'est là que l'histoire commence...



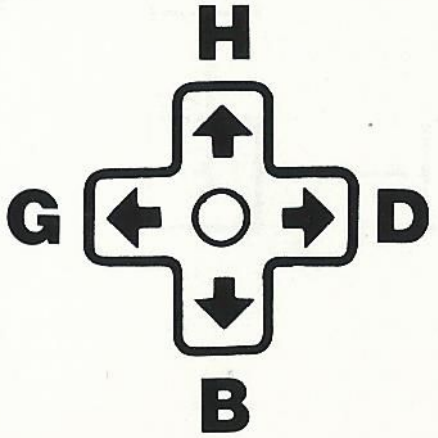
DESCRIPTION ET UTILISATION DES COMMANDES

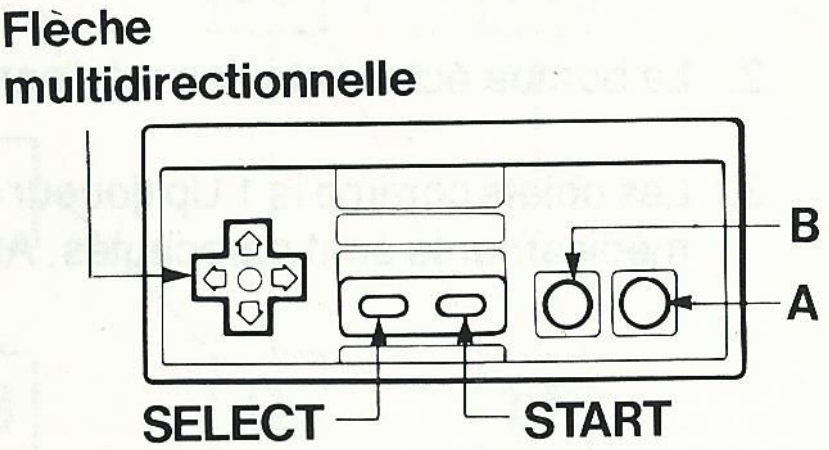
Manette n°1 - Mouvements du Joueur 1

Bouton A : pour faire feu.

Bouton B : pour déplier le bras bionique.

Flèche multidirectionnelle:
La direction du mouvement est gravée sur chaque extrémité





Quatre sens individuels de déplacement
Une pression sur l'une des quatre extrémités déplace votre joueur dans la direction indiquée.

◄ Le joueur va vers la gauche.
► Le joueur va vers la droite.
▲ Le joueur va vers le haut.
▼ Le joueur va vers le bas.

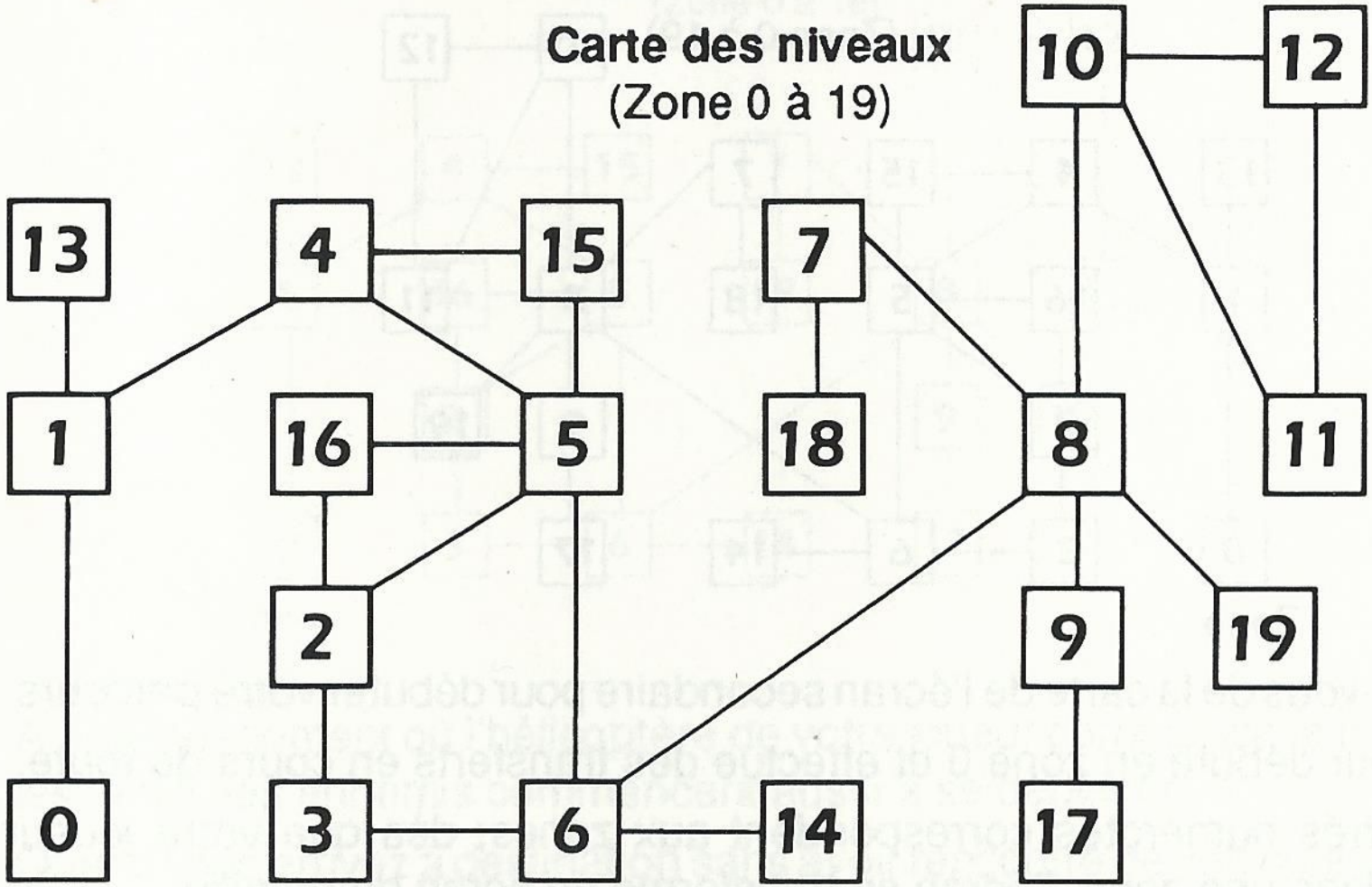
MODE D'EMPLOI

1. Le bouton B commande le fusil normal, le fusil grand angle, le lance-roquette, le fusil tridirectionnel, la mitraillette, et le super-bazooka.

2. La bombe éclairante, les médicaments sont commandés par le bouton Start.

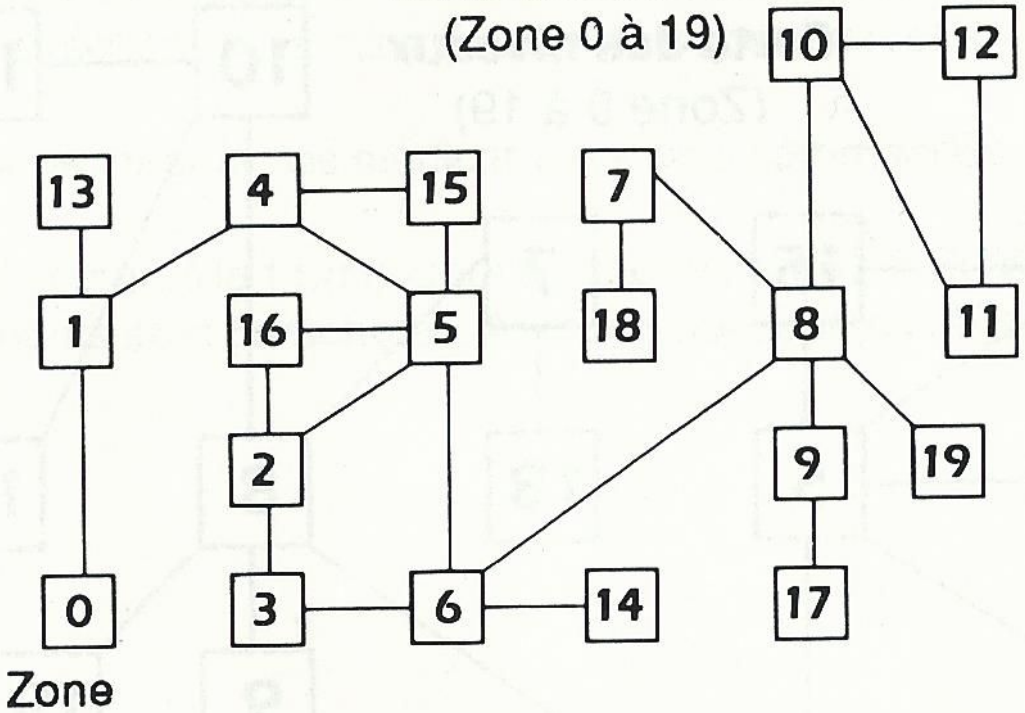
3. Les objets comme le 1 Up (joueur supplémentaire), le POW (Puissance) ou les médicaments sont parachutés. Attrapez-les pour les utiliser.

Carte des niveaux
(Zone 0 à 19)



Zone.

Carte des niveaux
(Zone 0 à 19)



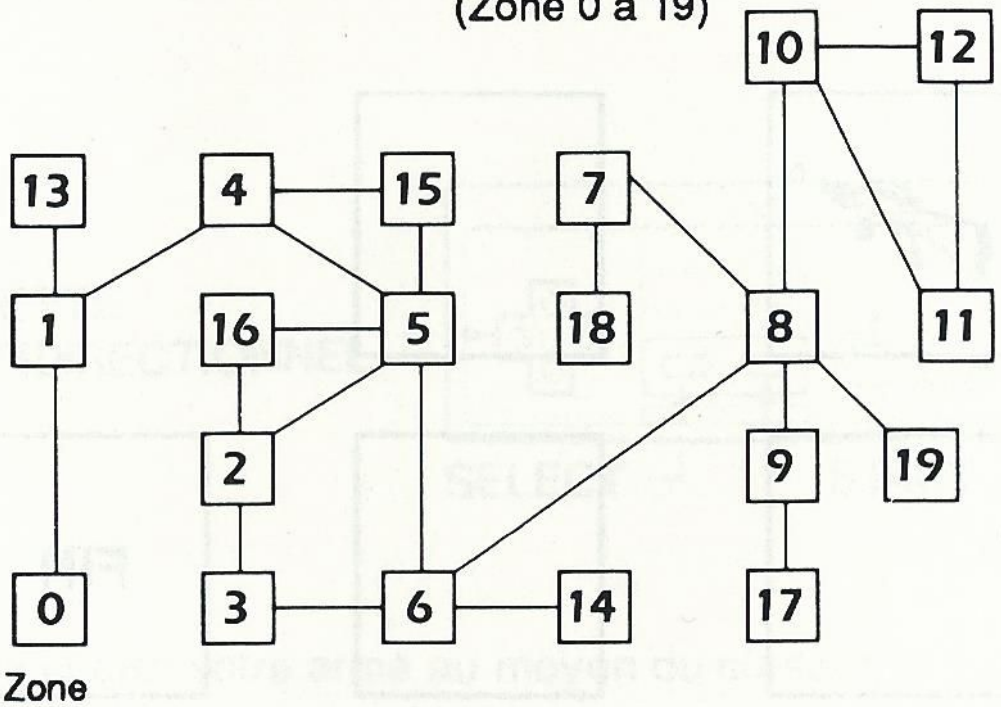
Servez-vous de la carte de l'écran secondaire pour débuter votre parcours.

Le joueur débute en zone 0 et effectue des transferts en cours de route.

Les carrés numérotés correspondent aux zones; dès que votre joueur arrive dans une zone, l'écran se transforme en écran de bataille.

Un hélicoptère conduira votre joueur vers la zone de destination.

Carte des niveaux
(Zone 0 à 19)

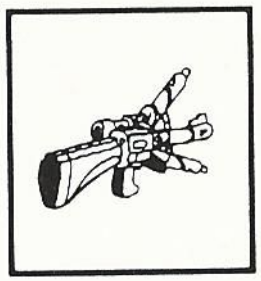


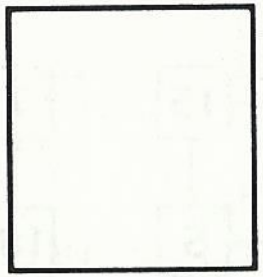
Au même moment où l'hélicoptère de votre joueur commence le transfert, les véhicules ennemis commencent aussi à se déplacer.

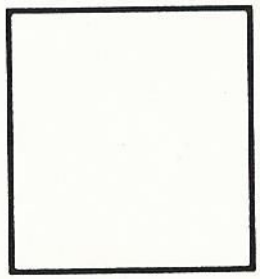
Quand vous arrivez à destination sans avoir rencontré de véhicule ennemi, vous pouvez, soit jouer dans cette zone (sauter), soit vous transférer dans une autre zone.

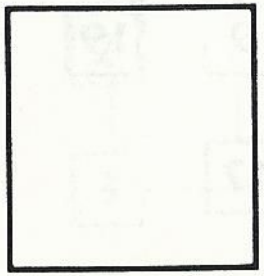
CHOIX DES ARMES

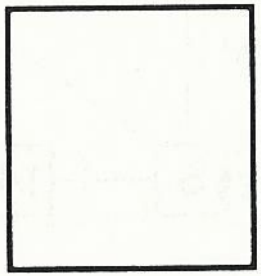
MENU

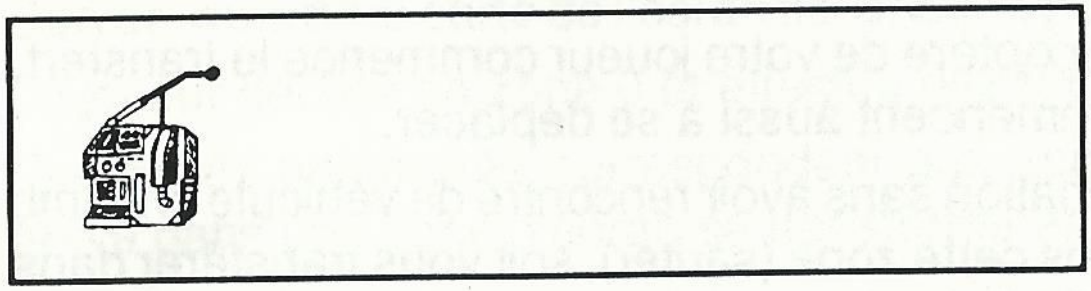




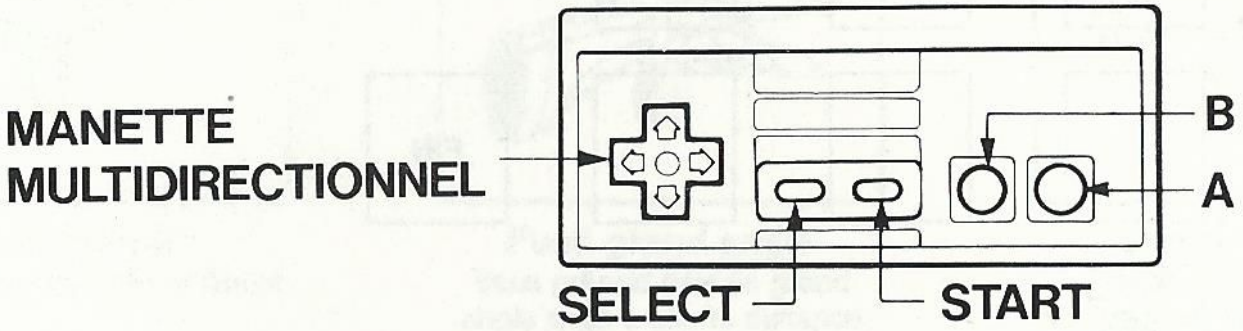






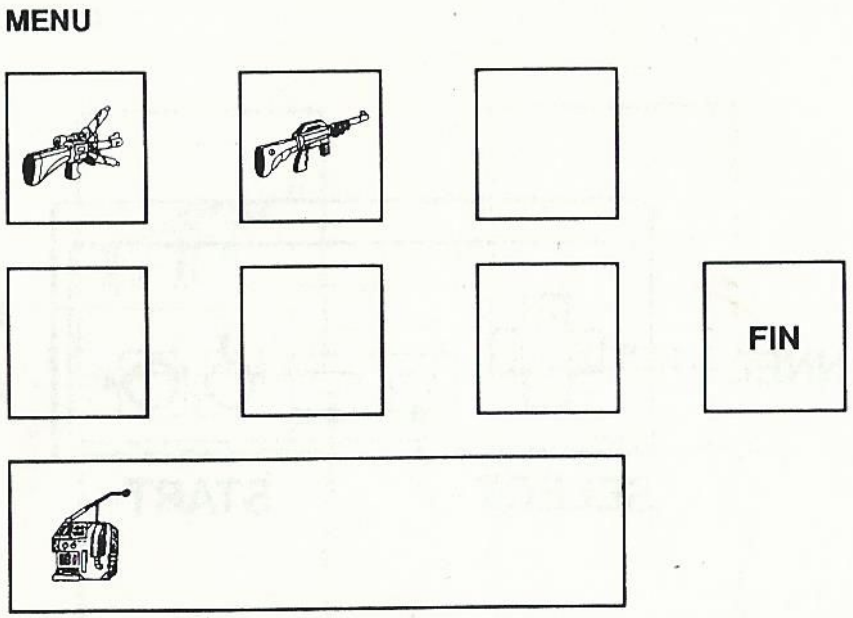


CHOIX DES ARMES



Vous pouvez choisir votre arme au moyen du curseur.

Déplacez des carrés clignotants jusqu'à l'arme de votre choix, puis appuyez deux fois sur le bouton «A» pour commencer à jouer. Vous pouvez annuler cette commande.

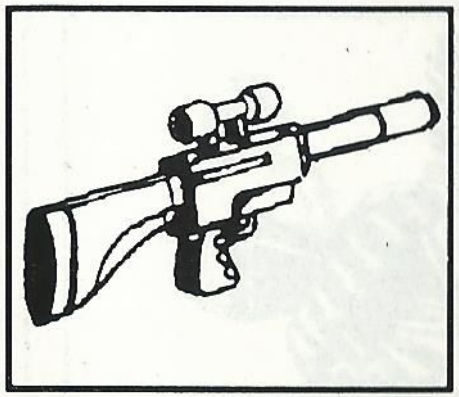


Quand le joueur a décidé de «sauter», le menu de sélection des armes vient s'afficher.

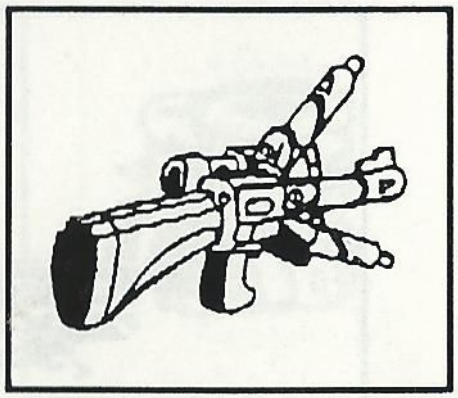
Vous pouvez prendre une arme, un élément de protection, une arme spéciale, un appareil de communication, et vous pouvez choisir un de chaque.

Vous pouvez obtenir des objets supplémentaires en cours de jeu et les stocker, ce qui augmentera vos possibilités de sélection.

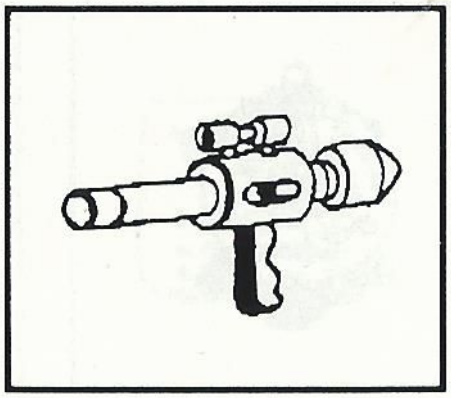
ARMES GAGNEES



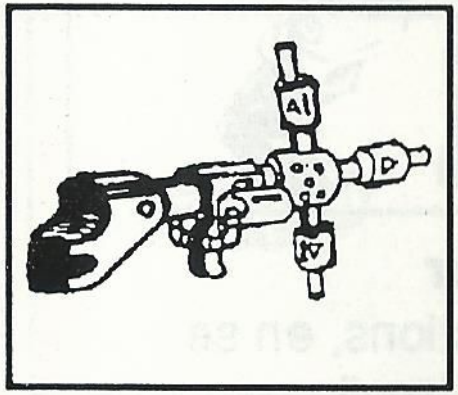
Fusil normal
Vous en disposez dès le départ



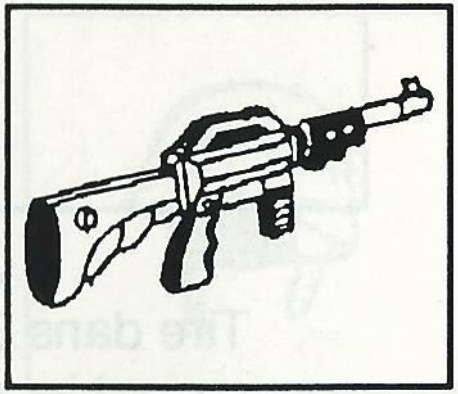
Fusil grand angle
Vous pouvez tirer en grand angle mais à courte distance



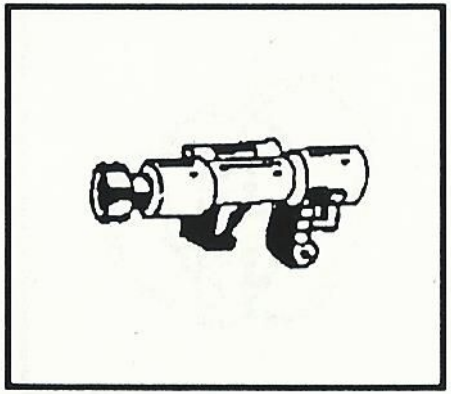
Lance-roquette
Transperce et détruit les adversaires. Vous pouvez tirer en continu.



Fusil tridirectionnel
Il peut tirer dans trois directions et transpercer l'écran protecteur.

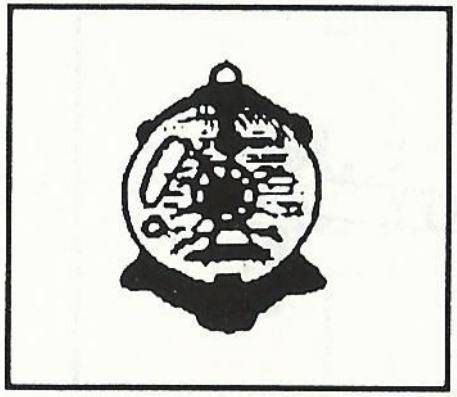


La mitraillette de Joe
Portée - 22.5°

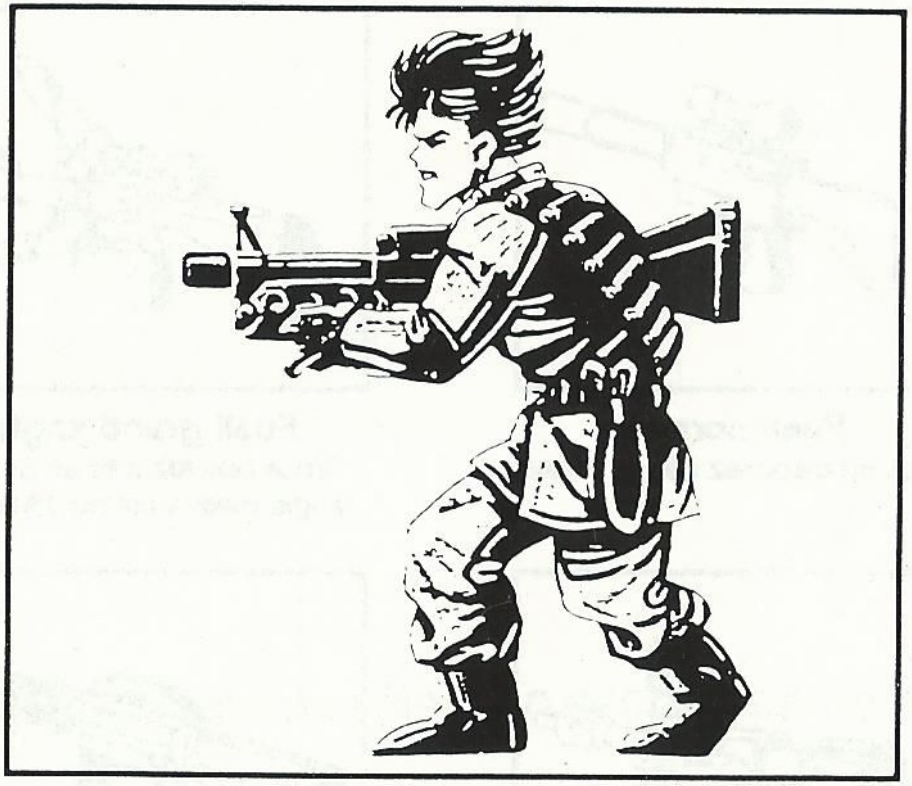


Le Super-Bazooka
La nouvelle arme de l'Armée Fédérale. Elle peut transpercer le cockpit des hélicoptères.

ARMES GAGNEES

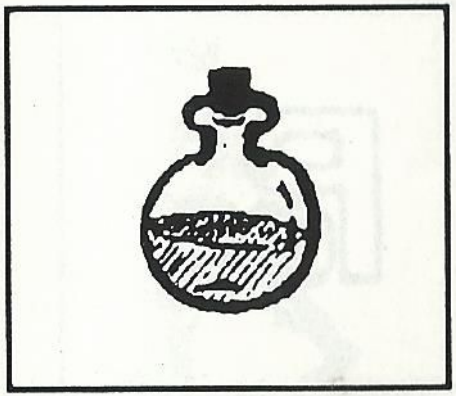


Bombe éclairante
A utiliser dans la caverne, la commander avec le bouton Start.

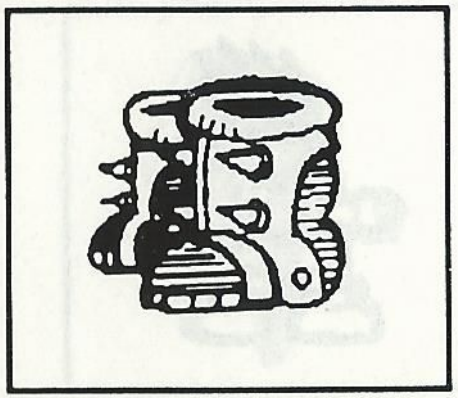


Joueur
Tire dans 8 directions, en se hissant au treuil.

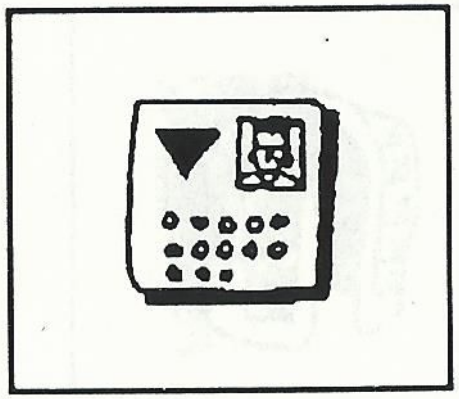
OBJETS BONIFIANTS



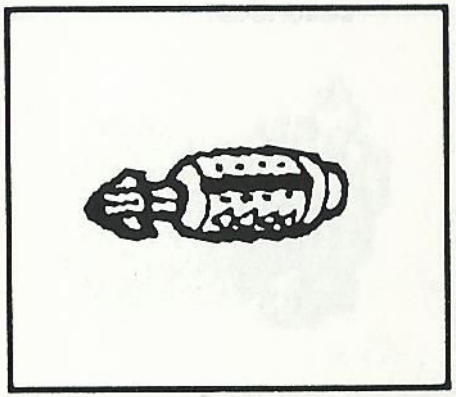
Médicaments
Redonne une énergie maximale au joueur. Utiliser avec le bouton Start.



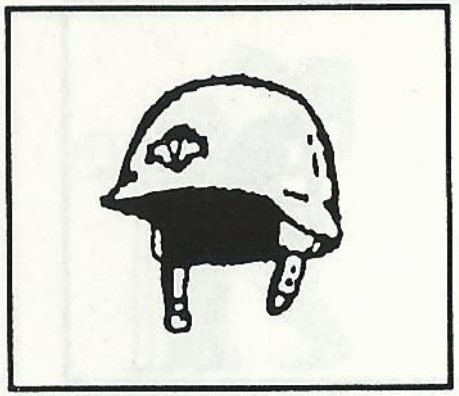
Bottes d'acier
Donnent des coups de pied et tuent les ennemis.



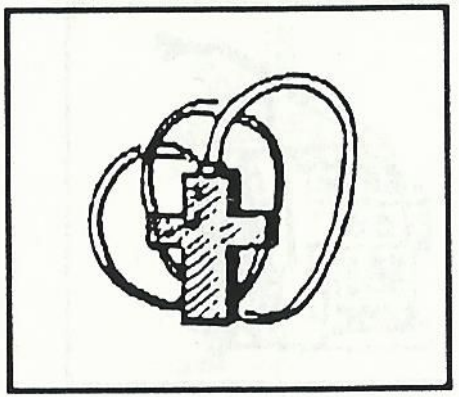
Laissez-passer
Nécessaire pour entrer dans certaines zones neutres.



Chargeur
Vous pouvez le monter sur le fusil normal et en faire un fusil à répétition.

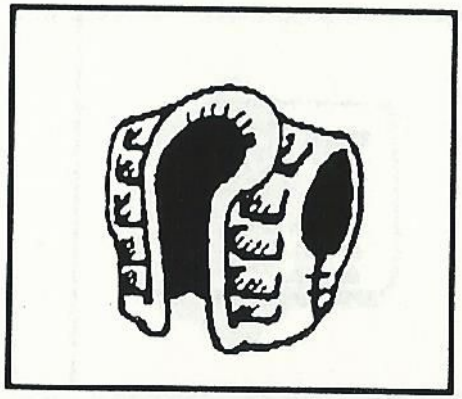


Casque
Vous protégera trois fois contre les balles ennemies.

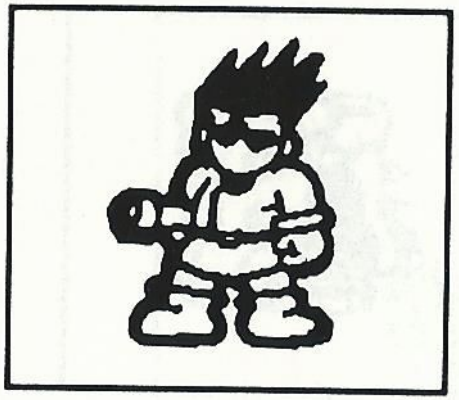


Porte-bonheur
Repousse une balle.

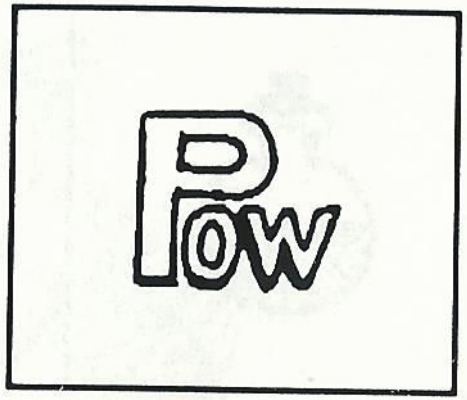
OBJETS BONIFIANTS



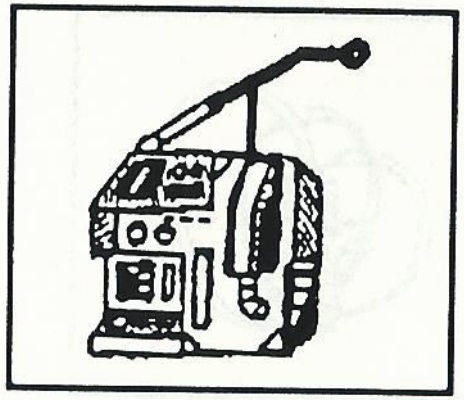
Gilet pare-balles
Repousse une balle sur deux.



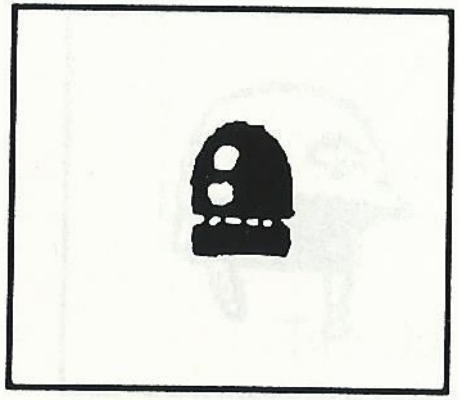
1 Up
Ajoute un joueur.



Puissance
Une boule d'énergie apparaît, elle enveloppe le joueur et le protège pendant sept secondes.

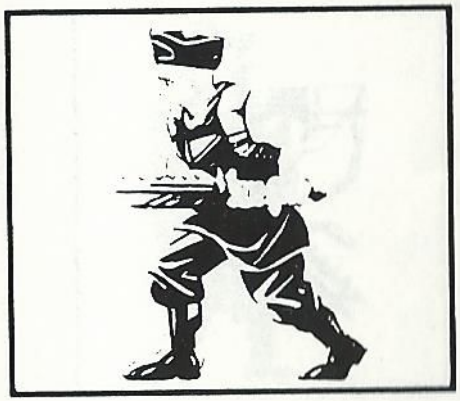


Emetteur/Récepteur
Il y a 4 types de postes. Vous ne pouvez communiquer qu'entre matériels compatibles.



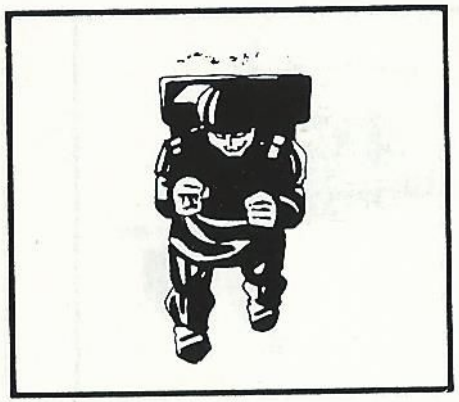
Balle
Elle apparaît à chaque victoire sur vos adversaires.

PERSONNAGES ENNEMIS

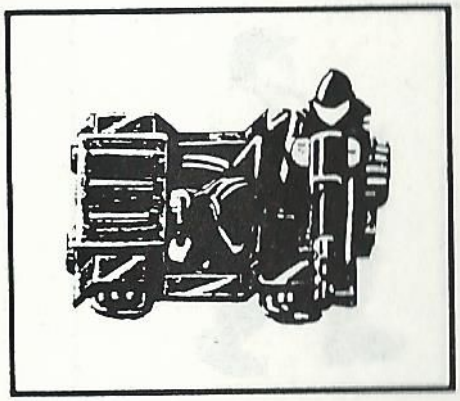


Soldat brandissant un poignard

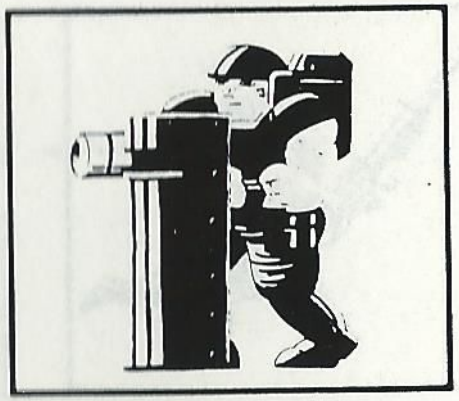
Soldats
Se ruent vers le joueur et tirent.



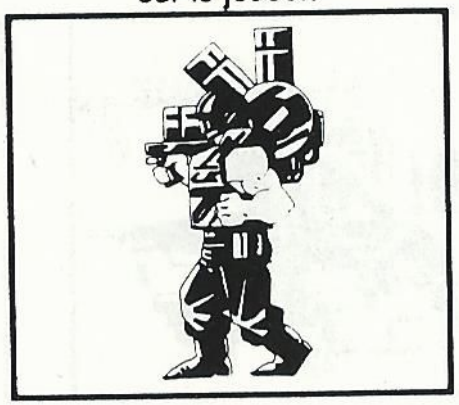
Porteur-suicide de bombes
Lance des bombes à distance sur le joueur.



Jeep
Se déplace latéralement et tire vers le bas.

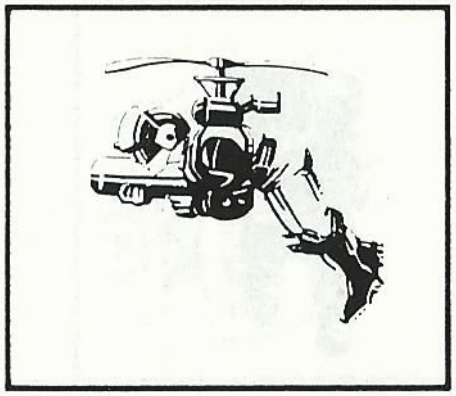


Soldat barbu

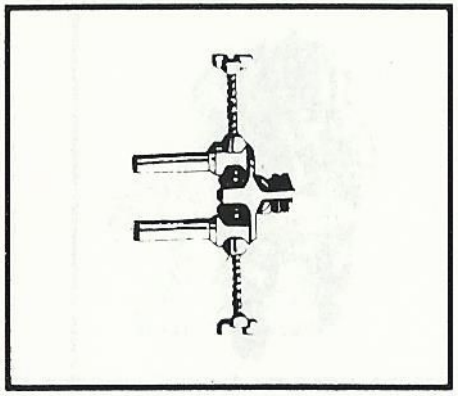


Soldat géant (Chef)

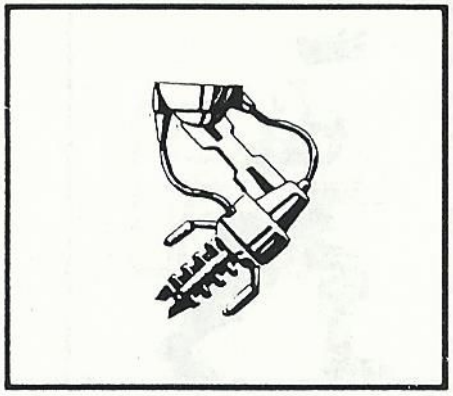
PERSONNAGES ENNEMIS



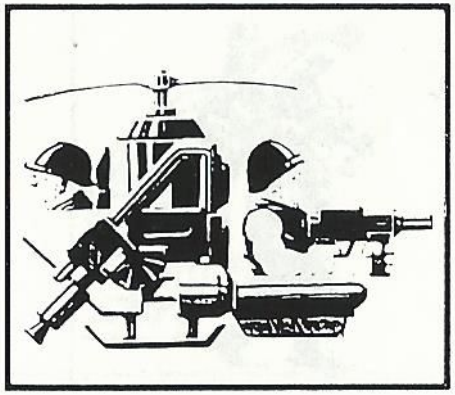
Garde-barrière



Canon double

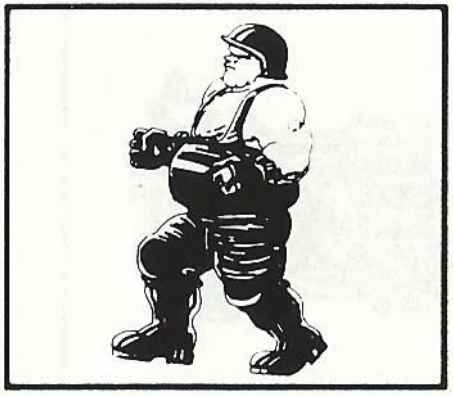


Canon laser



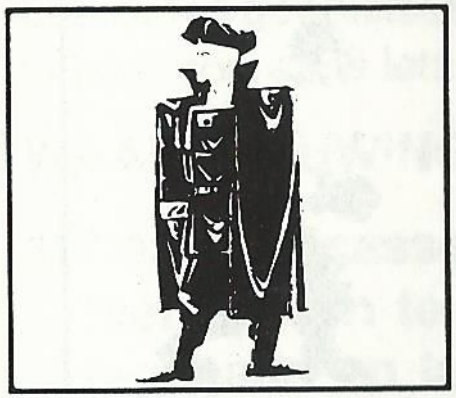
Hélicoptère

Mitrailleur attaché (Chef)

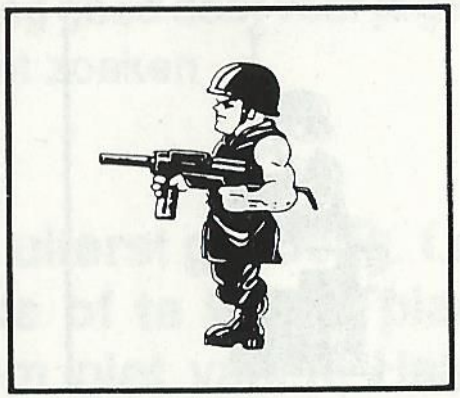


Soldat Ouvrier

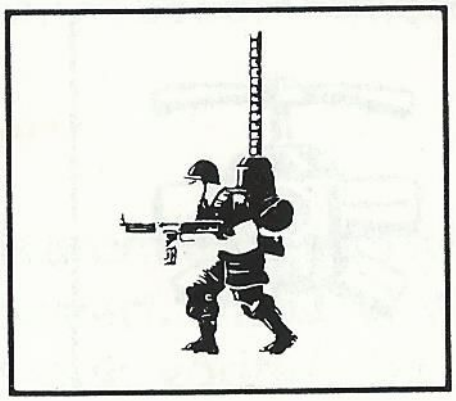
PERSONNAGES ENNEMIS



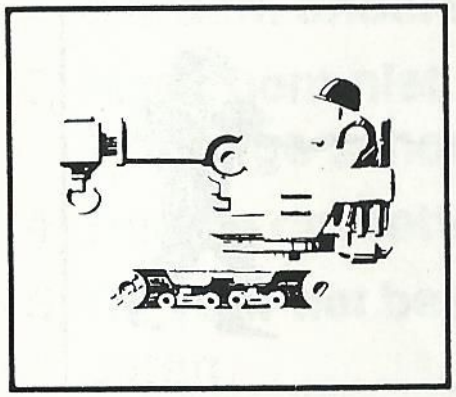
Généralissime



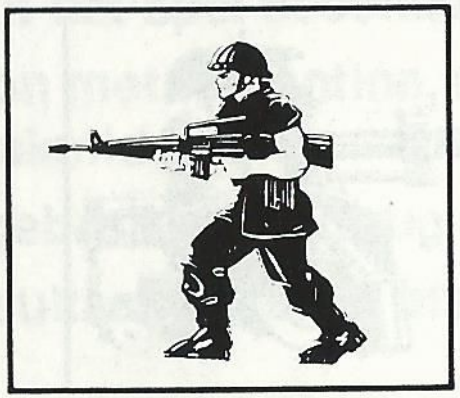
Nain



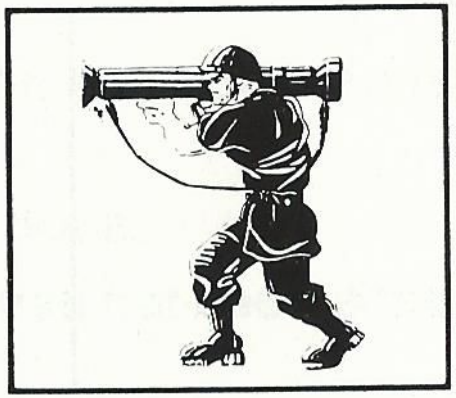
Soldat attaché



Grue sur chenilles

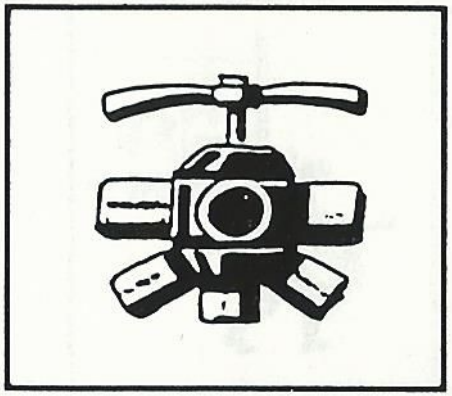


Soldat normal

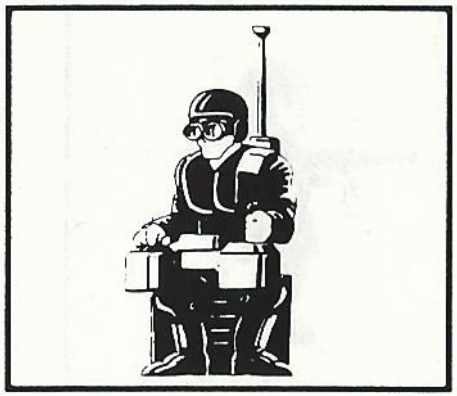


Bazooka

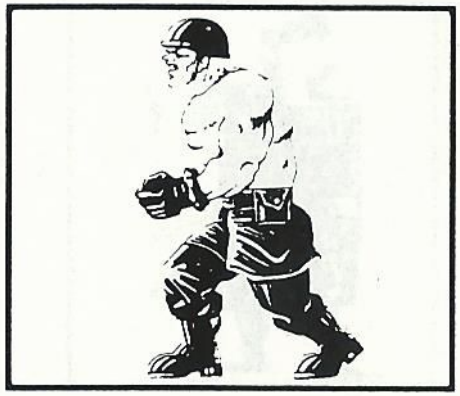
PERSONNAGES ENNEMIS



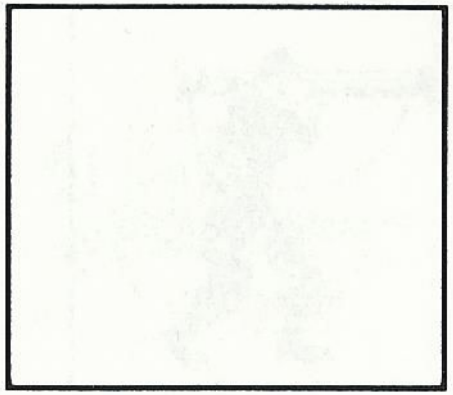
Nacelle



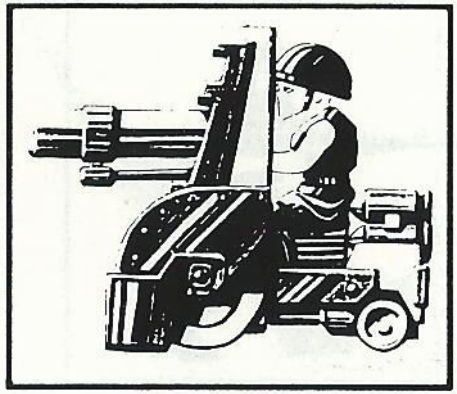
Soldat de télécommande



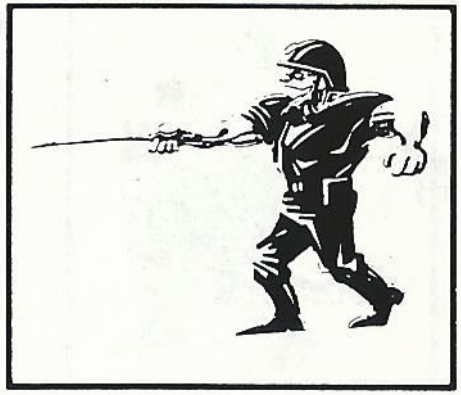
Soldat lanceur d'objets



lourds



Canon automobile



Commandant

WAARSCHUWING

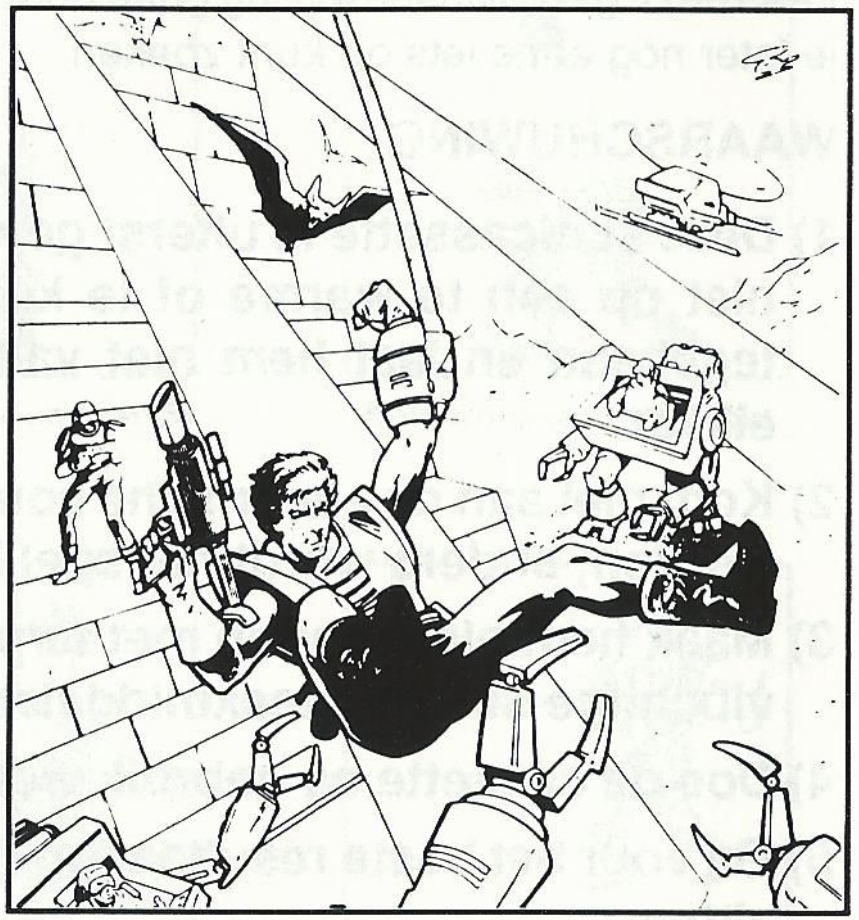
Lees deze gebruiksaanwijzing goed door voor je gaat spelen en bewaar hem zodat je later nog eens iets op kunt zoeken

WAARSCHUWING

1) **Deze spelcassette is uiterst gevoelig. Let er daarom op dat je hem niet op een te warme of te koude plaats bewaart. Stoot er niet tegenaan en laat hem niet vallen. Haal hem ook vooral niet uit elkaar.**
2) **Kom niet aan de electrische contacten; deze mogen niet nat of vuil worden, anders wordt het spel beschadigd.**
3) **Maak hem niet schoon met terpentine, thinner, alcohol of andere vluchtige schoonmaakmiddelen.**
4) **Doe de cassette na gebruik weer terug in de doos.**
5) **Ga voor het beste resultaat op ruime afstand van het beeldscherm zitten.**
6) **Neem, als je langer dan 2 uur gespeeld hebt, een pauze van 10-20 minuten. Dit verhoogt je spelresultaat**

HET BIONIC COMMANDO VERHAAL

Ik zal je iets vertellen over een jongen die ik kende toen in nog jong was. In 198X vonden wij Navo's top geheime plan Albatros, dat nooit uitgevoerd was.
De keizerlijke generaal Killt ontdekte dit plan en ging het uitvoeren.
De Federatie wilde deze poging stoppen en stuurde de held Super Joe, maar verloor het contact.
Onze eigen held (dat ben jij) werd naar het keizerrijk gestuurd met de opdracht om Super Joe te redden.
Hier begint het verhaal...



HOE SPEEL JE

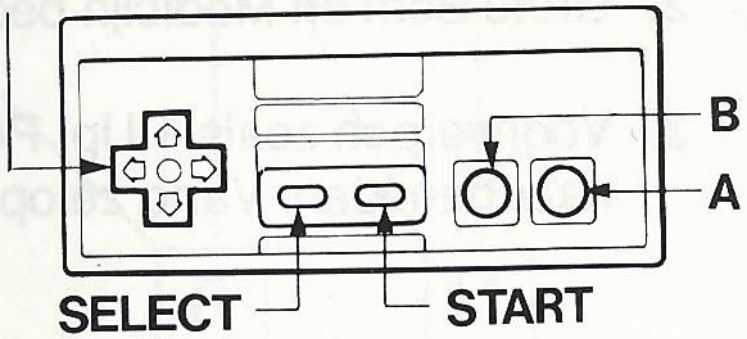
Onderdelen van de controller & Bedieningsinstructies

Controller No. 1 - beweegt speler 1

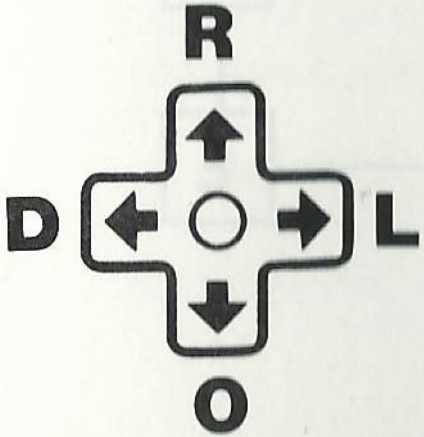
A Knop: Schieten

B Knop: Verlengt je bionische arm.

Vierpunts druktoets



Vierpuntsdruktoets:
De letter geeft de richting aan:



Vier verschillende richtingen
Druk op een van de richtingen en het

◄ figuurtje gaat die kant op.
► Figuurtje gaat naar links
▲ Figuurtje gaat naar rechts
▼ Figuurtje gaat omhoog

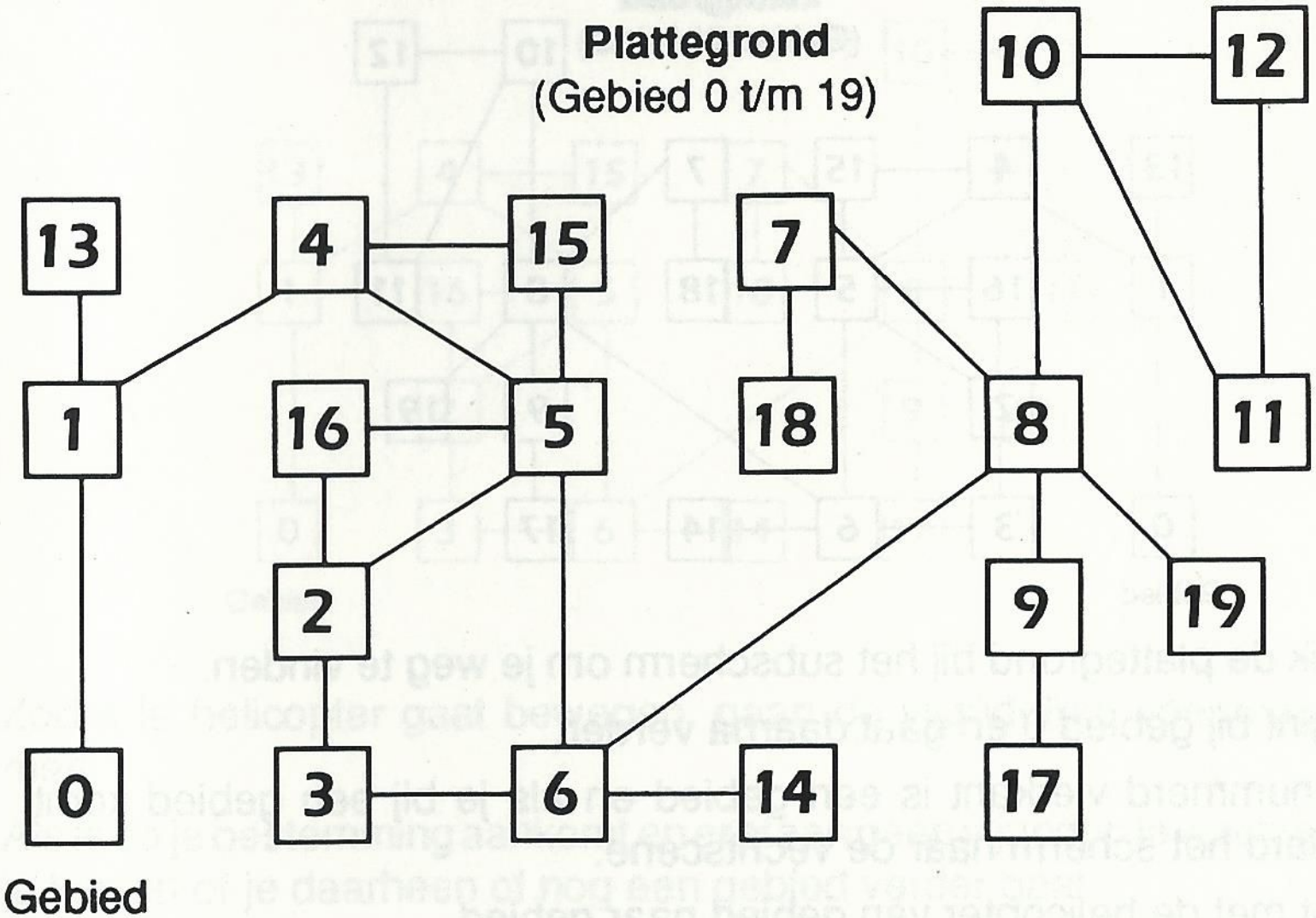
HOE SPEEL JE

1. Normaal Geweer, Wijd Geweer, Raket Geweer, 3-Weg Geweer, Machine Geweer, Hyper Bazooka worden afgeschoten met de B knop.

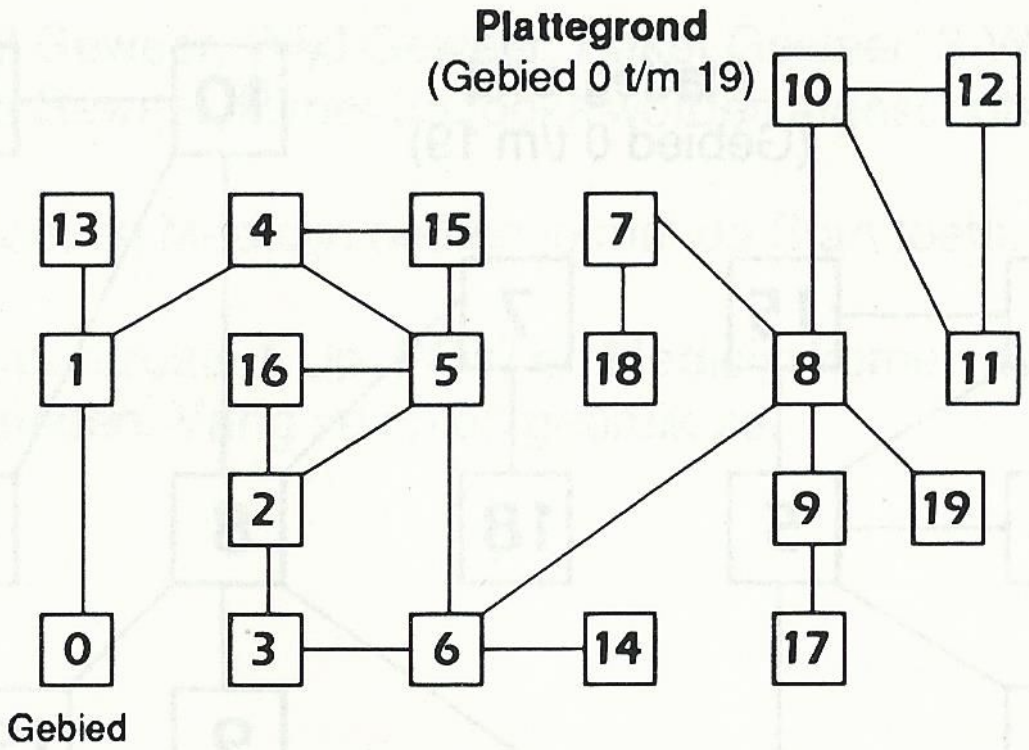
2. Grote Bom en Medicijn bedien je met de Start toets.

3. Voorwerpen zoals 1 Up, POW en Medicijn komen aan een parachute naar beneden. Vang ze op en gebruik ze.

HOE SPEEL JE


Plattegrond
(Gebied 0 t/m 19)
10
12
13
4
15
7
1
16
5
18
8
11
2
9
19
0
3
6
14
17
Gebied

HOE SPEEL JE



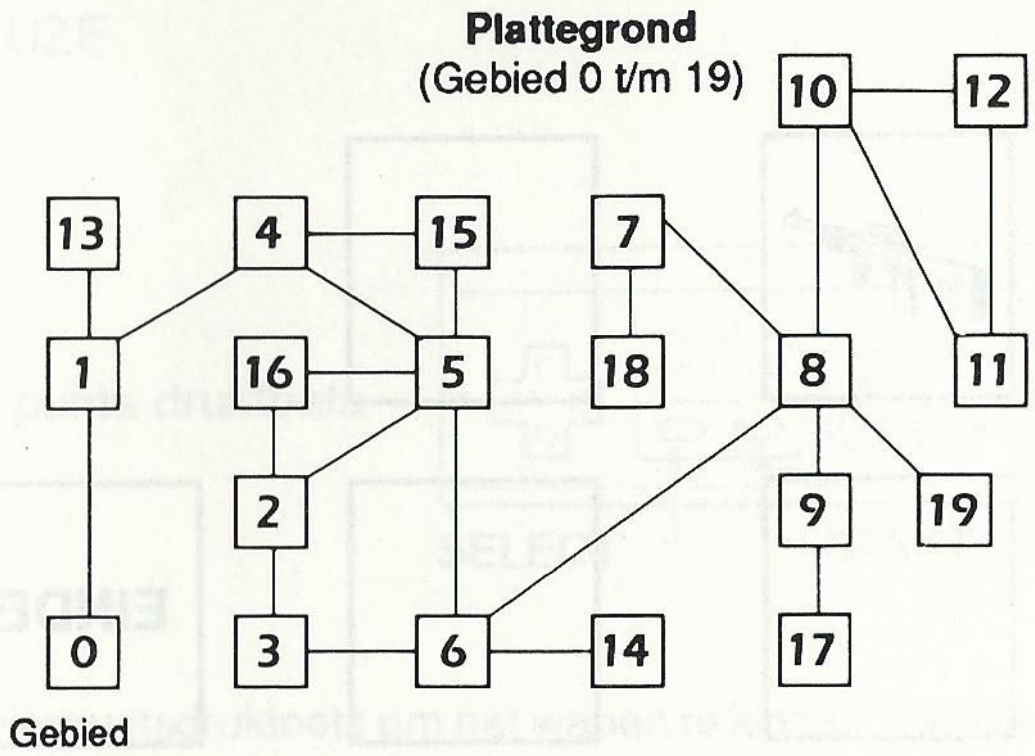
Gebruik de plattegrond bij het subscherm om je weg te vinden.

Je begint bij gebied 0 en gaat daarna verder.

Elk genummerd vierkant is een gebied en als je bij een gebied komt, veranderd het scherm naar de vechtscene.

Je gaat met de helicopter van gebied naar gebied.

HOE SPEEL JE

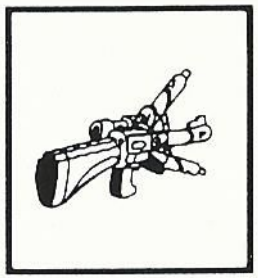


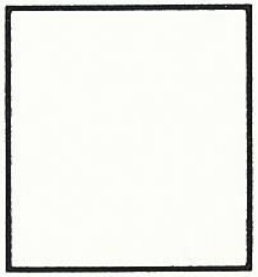
Zodra je helicopter gaat bewegen, gaan de vijandelijke voertuigen ook mee.

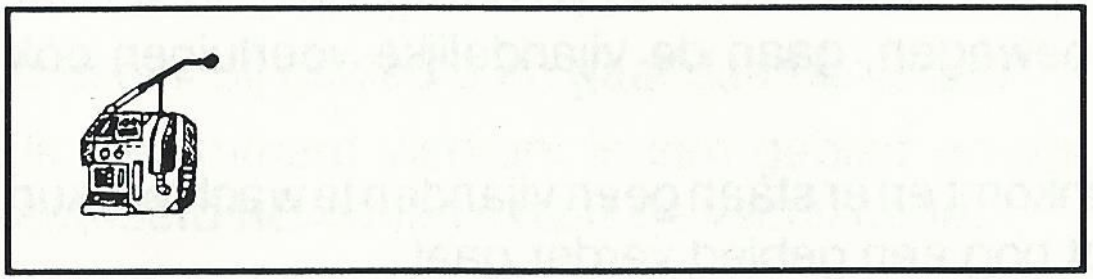
Als je op je bestemming aankomt en er staan geen vijanden te wachten, kun je kiezen of je daarheen of nog een gebied verder gaat

WAPEN KEUZE

KEUZES

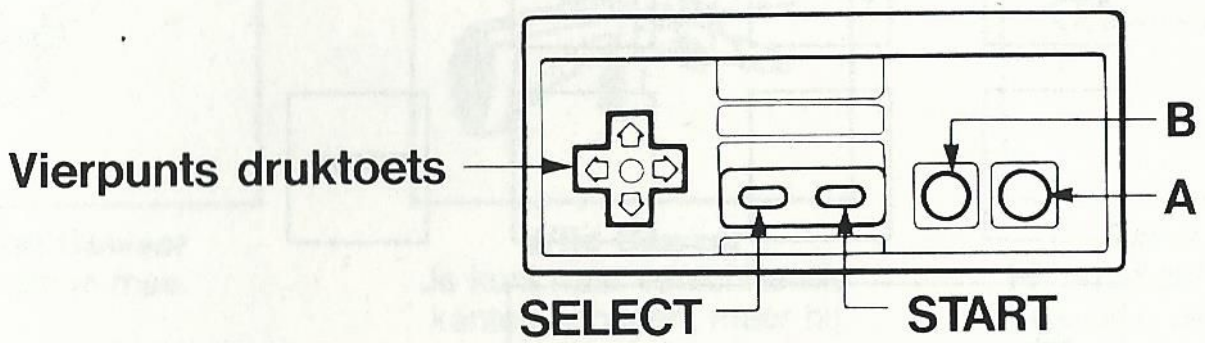






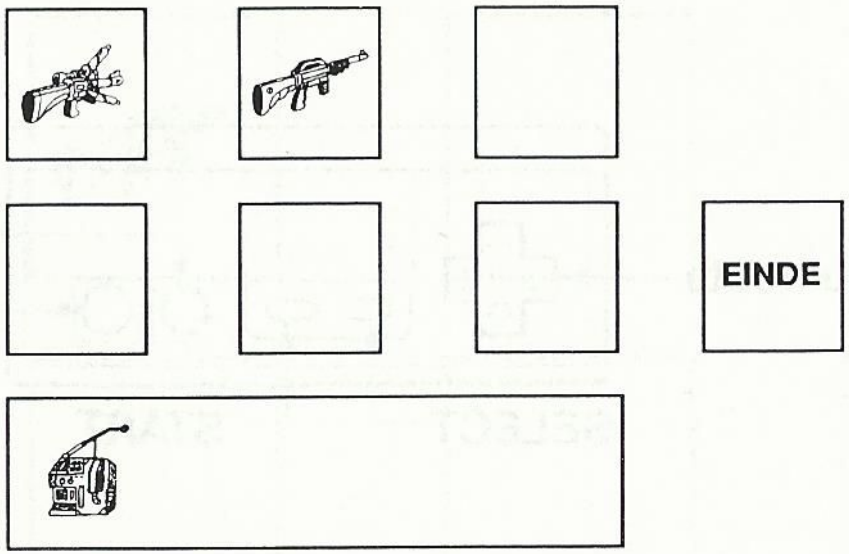
HOE SPEEL JE

WAPENKEUZE



Gebruik de vierpuntsdruktoets om het wapen te kiezen. Verplaats de knipperende box naar het voorwerp dat je wilt gebruiken en druk twee keer op A.

JE KEUZES EINDE

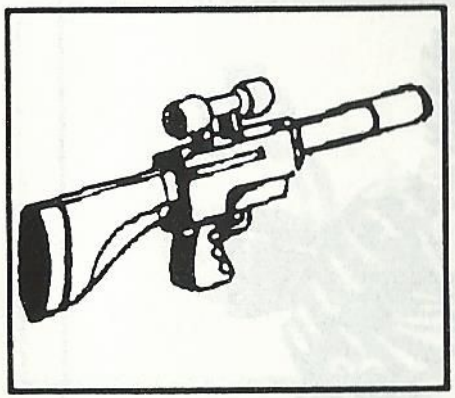


As je gaat dalen, verschijnt het wapenkeuze scherm.

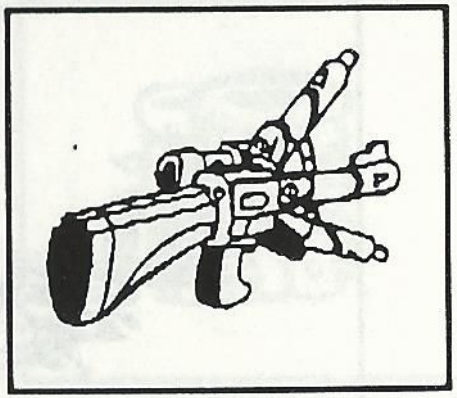
Je mag van de wapens, beschermers en speciale wapens elk een kiezen.

Tijdens je tocht kun je ook meer wapens veroveren, die je op kunt slaan zodat je in het volgende gebied uit meer kunt kiezen.

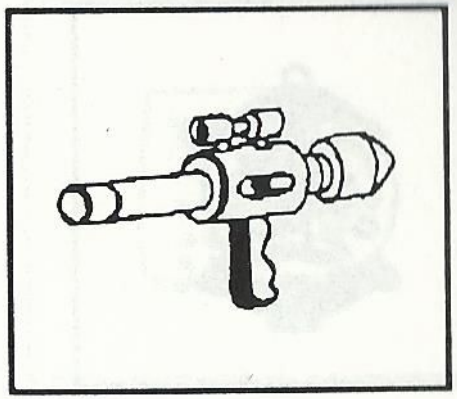
JE WAPENS



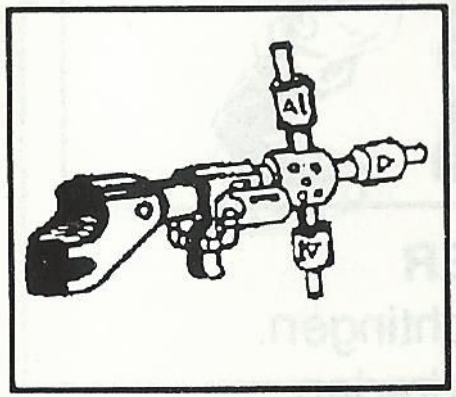
Normaal Geweer
Hier begin je mee.



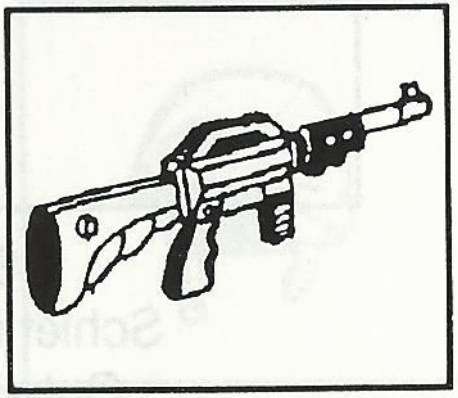
Wijd Geweer
Je kunt naar verschillende kanten schieten, maar hij reikt niet ver.



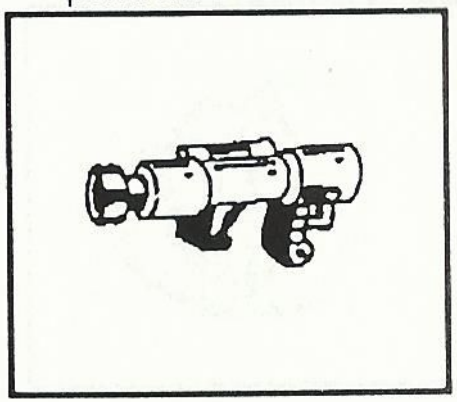
Raket Geweer
Hij doorboort en vernietigd vijanden. Je kunt er onbeperkt mee schieten.



3-Weg Geweer
Je kunt drie kanten op schieten. Hij breekt het schild.

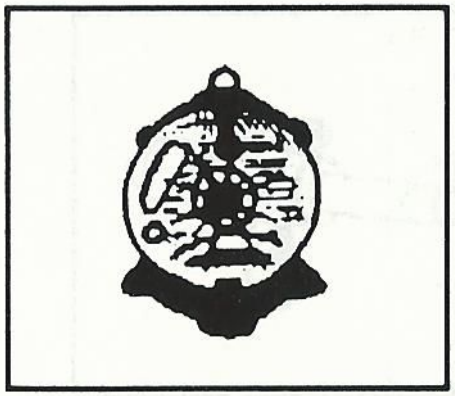


Joe's Machinegeweer
Heeft een groot bereik.



Hyper Bazooka
Het nieuwste van het leger. Gaat dwars door de cockpit van de helicopters.

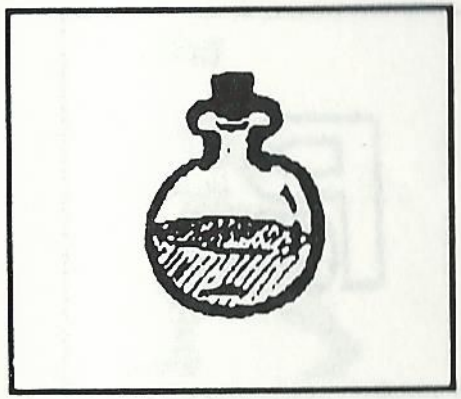
JE WAPENS



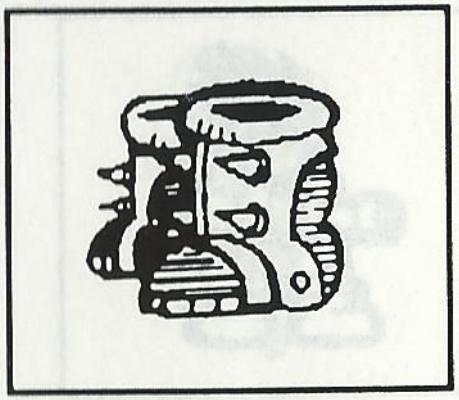
Grote Bom
Gebruik hem in de grot.
Gooien met de Start toets.

SPELER
Schiet in 8 richtingen.
Ontwijk de draden

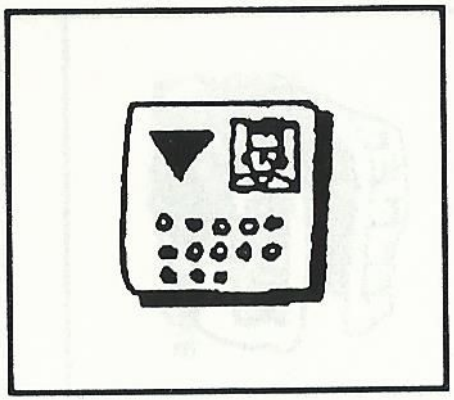
BONUSFIGUREN



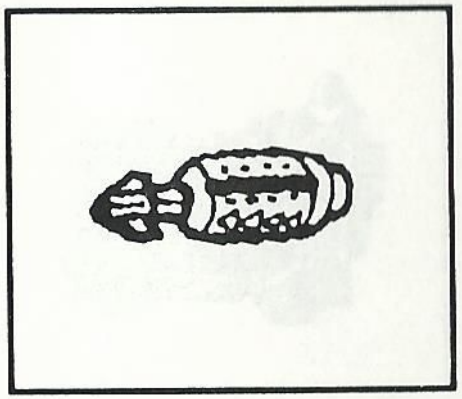
Medicijn
Je energie wordt weer helemaal gevuld. Gebruik de Start toets.



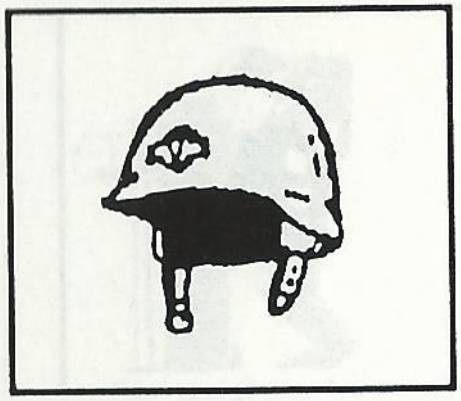
IJzeren Laars
Schop en dood de vijand.



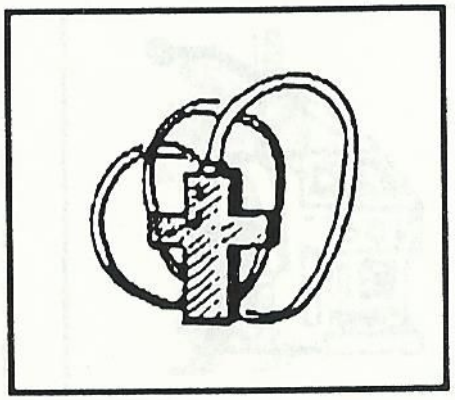
Vergunning
Heb je nodig om sommige gebieden in te komen.



Magazijn Systeem
Plaats het op je normale Geweer en het wordt een Magazijn Geweer.

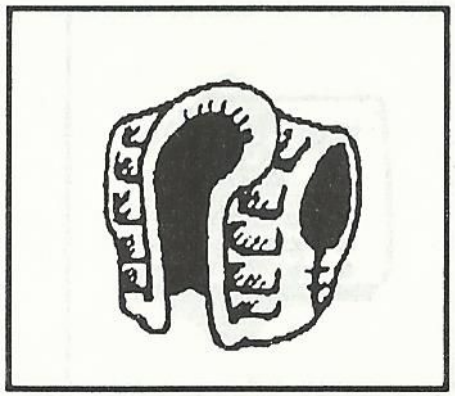


Helm
Beschermt je tegen drie vijandelijke kogels.

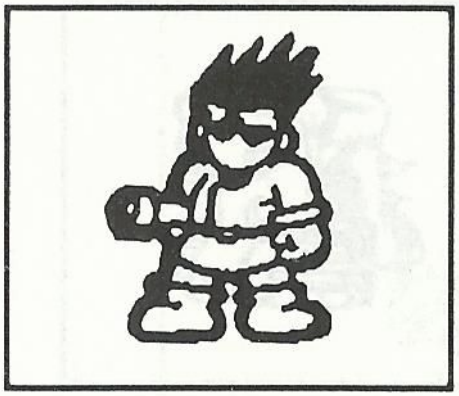


Kruis
Beschermt tegen een kogel.

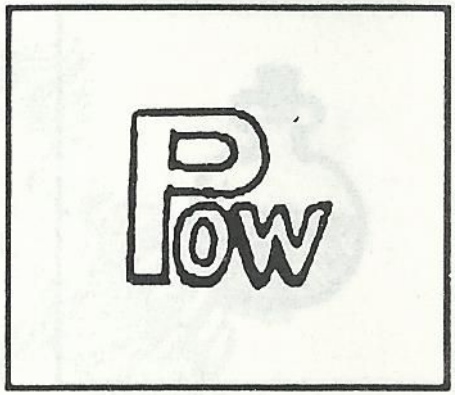
BONUSFIGUREN



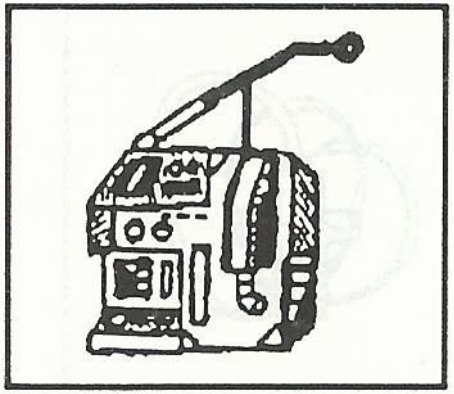
Kogelvrij Vest
Weerkaatst 1 van de 2 kogels.



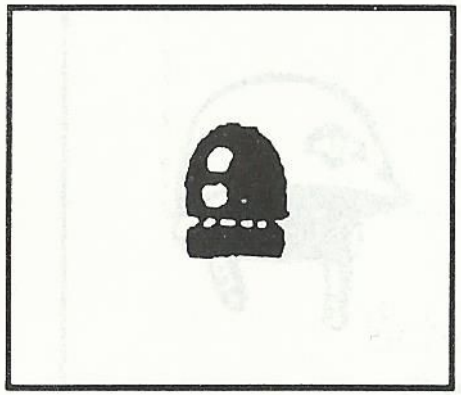
1 Up
Een extra speler



POW
Er verschijnt een energiebal rond de speler en beschermt hem.

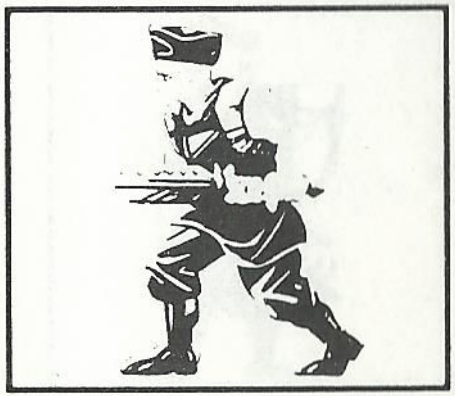


Zender
Er zijn vier type zenders. Je kunt nu met anderen communiceren.

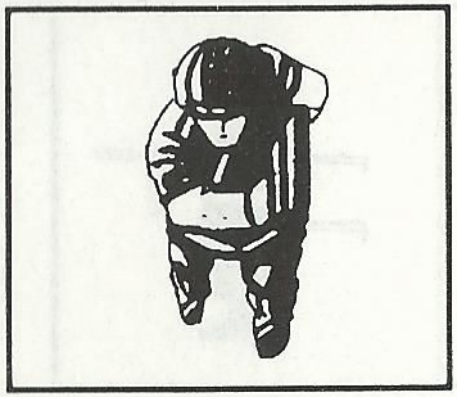


Kogel
Verschijnt als je een vijand verslaat.

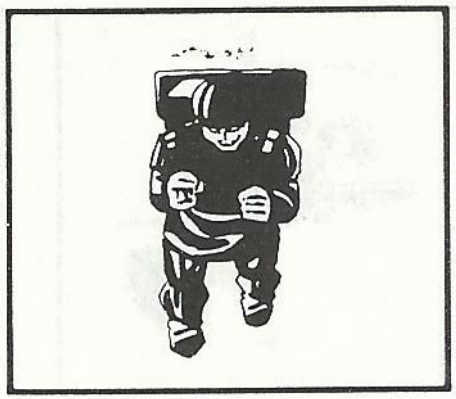
VIJANDELIJKE FIGUREN



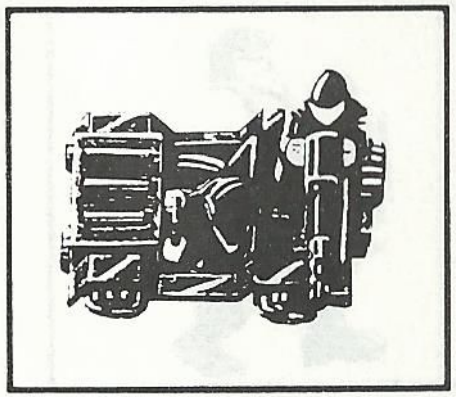
Soldaat met Mes



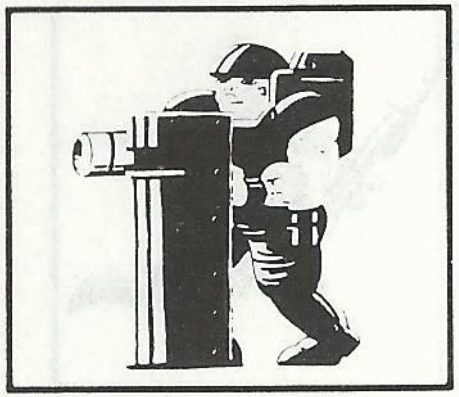
Soldaten
Rennen naar de speler toe en schieten



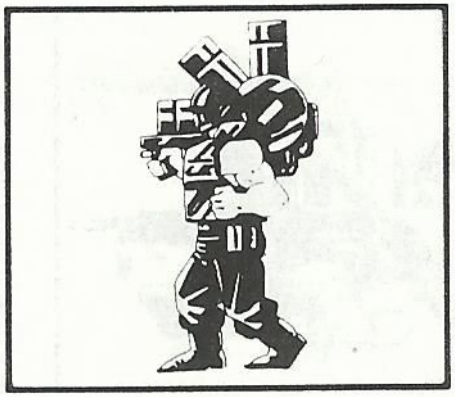
Zelfmoord Bommer
Gooit van een afstand bommen naar de speler.



Jeep
Beweegt opzij en schiet naar beneden.

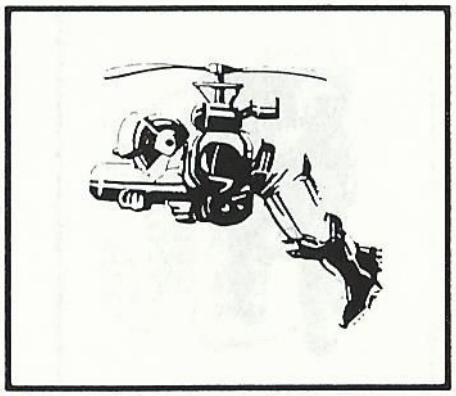


Baard Soldaat

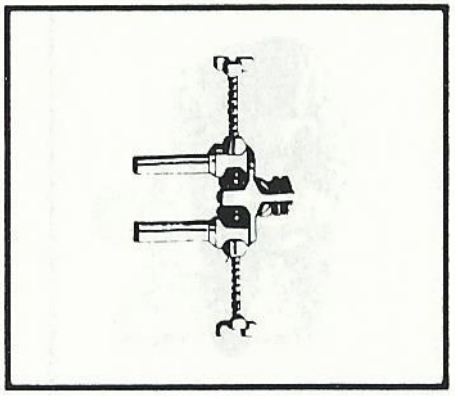


Reuze Soldaat (Baas)

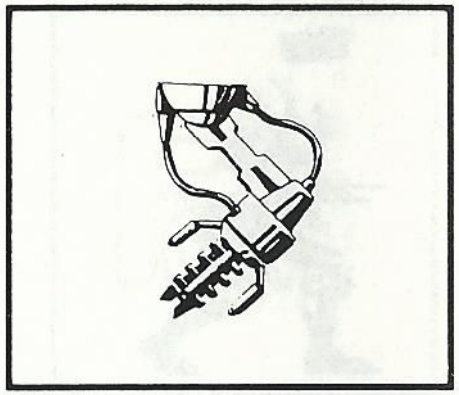
VIJANDELIJKE FIGUREN



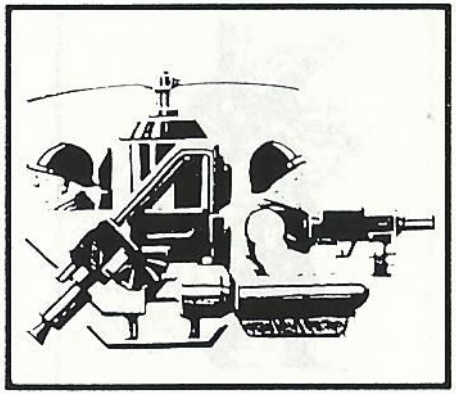
Heli Soldaat



Dubbeldek Kanon



Laser Kanon

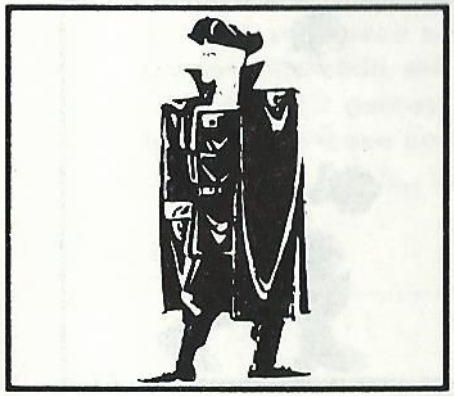


Helicopter

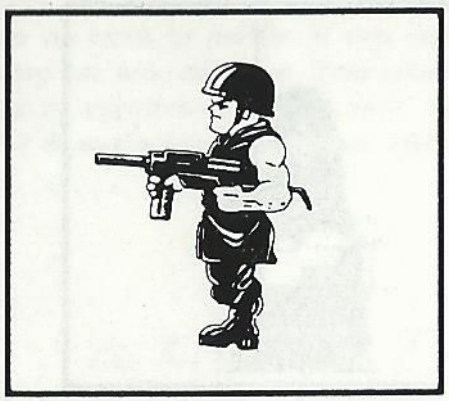
Vliegende Schutter (Baas)

Constructie Soldaat

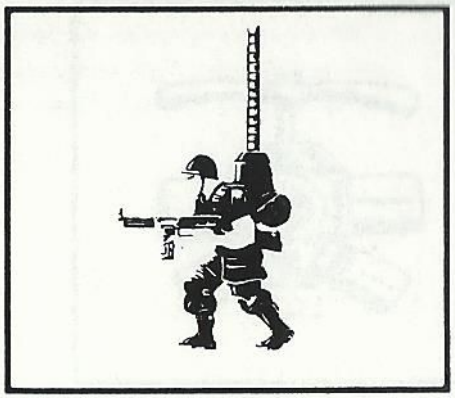
VIJANDELIJKE FIGUREN



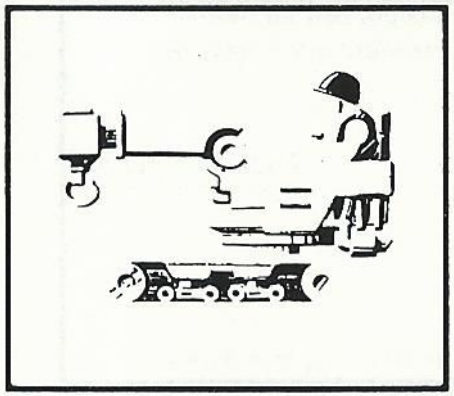
De Generaal



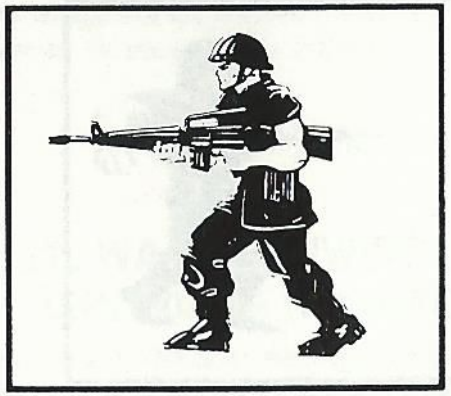
Dwerg



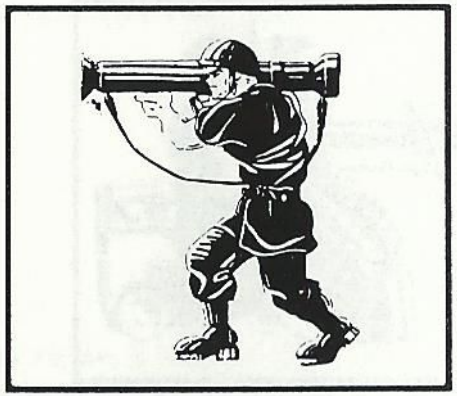
Touw Soldaat



Kraan Heftruck

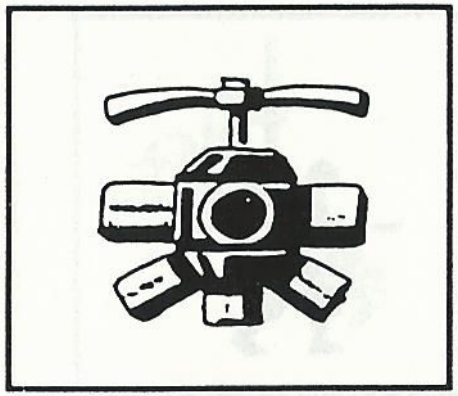


Normale Soldaat

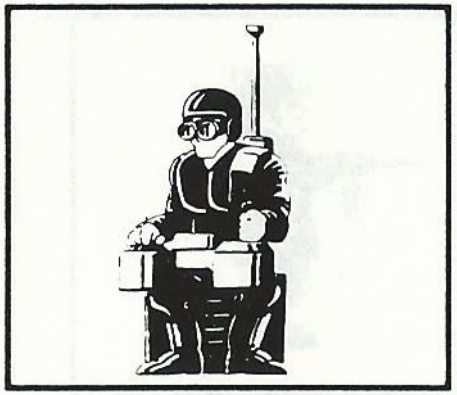


Bazooka

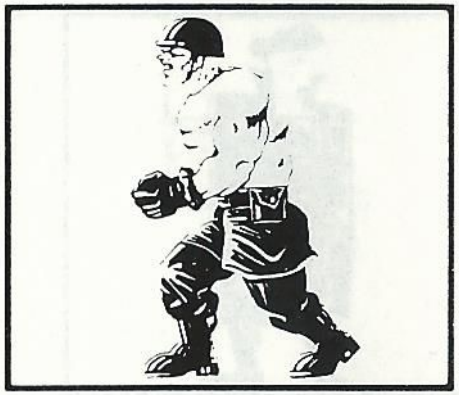
VIJANDELIJKE FIGUREN



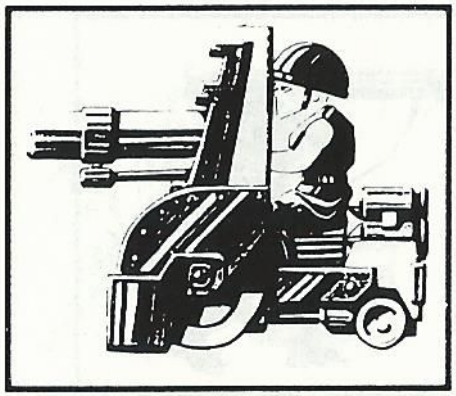
Copter



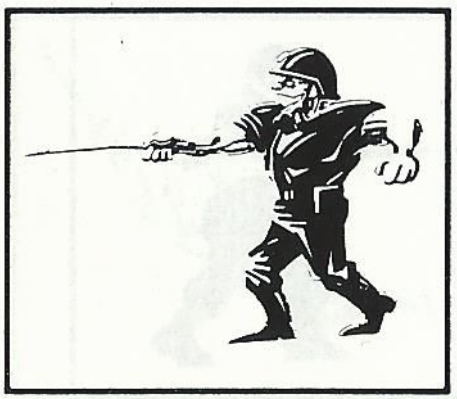
Afstand Bestuurde Soldaat



Zwaargewicht Soldaat



Mobiel Kanon



Commandant

English

⚠ WARNING : DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Français

⚠ ATTENTION ⚠

A NE PAS UTILISER SUR UN RETROPROJECTEUR OU TELEPROJECTEUR

Ne branchez pas votre console Nintendo Entertainment System (NES) sur un télé ou rétroprojecteur. L'écran de projection pourrait être détérioré de façon permanente notamment si la scène à l'écran est immobile. Des dégâts similaires peuvent se produire si vous mettez votre jeu sur Pause. Nintendo décline toute responsabilité si vous utilisez une console Nintendo avec un rétroprojecteur. Cette situation n'est pas due à un défaut de la console Nintendo ou des logiciels NES. Toute image fixe ou répétée causerait les mêmes dégâts. Ayez l'obligeance de contacter votre fabricant ou revendeur de TV pour plus de détails.

Nederlands

⚠ WAARSCHUWING ⚠

GEEN PROJECTIE TV GEBRUIKEN

Gebruik met je Nintendo Entertainment System (NES) en NES spellen geen projectie TV. Als je videospellen met stilstaand beeld of tekeningen gebruikt met je projectie TV kan je TV blijvend beschadigd worden. Dergelijke schade kan voorkomen worden door je videospel op stop of pauze te zetten. Als je met NES spellen een projectie TV gebruikt zal Nintendo niet verantwoordelijk zijn voor enige schade. Deze situatie; is niet veroorzaakt door een defect in de NES of NES spellen; andere stilstaande of repeterende beelden kunnen dergelijke schade veroorzaken aan een projectie TV. Neem a.u.b. kontakt op met uw TV leverancier voor verdere informatie.

CAPCOM®

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan
Imprime au Japon